

75P
Every Thursday

LOOK INSIDE FOR THE LATEST ON YOUR MACHINE

GAMES-X

20th - 26th
Feb '92
Issue 43

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

EXCLUSIVE:

ALCATRAZ
REVIEWED p. 12

EXPLORED:

PARASOL STARS
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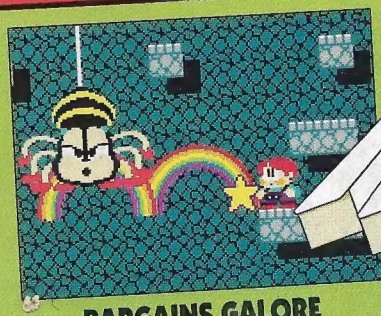
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- ★ WINTER CHALLENGE - MEGA DRIVE
- ★ BUCK ROGERS - MEGA DRIVE
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- ★ TOKI - LYNX
- ★ SHADOWLANDS
- ★ MEDUSA
- ★ DISCIPLES OF STEEL
- ★ A320 AIRBUS
- ★ PLUS MANY MORE...

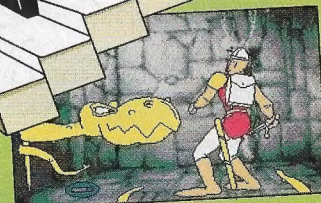
EXCLUSIVE:
FORGET CUTE...
THE ADDAMS
FAMILY IS
HERE



WIN
HORRIBLE
ADDAMS
GOODIES



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SOFTWARE CHARTS FOR COMPUTERS AND CONSOLES



EXILE



Exile is a graphically-stuffed action adventure for the Sega Genesis, with a scenario which is pure role-playing.

Set in ancient times and featuring great warriors, the game includes elements of role-playing in which you converse with other characters and cast all manner of spells.

Also included is an aggressive combat mode which features fighting



with weapons, hand-to-hand conflict and spell-casting.

A vast game full of puzzle and intrigue. Available in March.

SUPER OFF-ROAD

Super Off-Road, formally on 16-bit as 'Iron Man Ivan's Super Off Road', and **Double Dragon** are to be the first releases on Accolade's new label Arcade Blockbusters for 16-bit consoles.

To feature on Sega Mega Drive, **Super Off-Road** is a rough terrain Indy Heat, and **Double Dragon** is still the most popular martial arts kick'em-up in the arcades. Watch out for both releases in March.



MYSTICAL FIGHTER

With characters strongly inspired by ancient, Far Eastern shogun images, **Mystical Fighter** is one of the most striking beat'em-ups produced on console.

To be released on Mega Drive in March this martial arts bash features enormous sprites in a variety of fight styles. It may be produced for the Game Gear as well.



DIZZY GOODIES

Ocean has Bart, US Gold has Indy and the CodeMasters has Dizzy and now you can own all the Dizzy gear you could ever need. Every CodeMasters game now contains details of the **Dizzy merchandise** available; there are clocks, mugs, bags, caps and T-shirts all designed for the Dizzy fanatic. Keep your eyes peeled for these exclusive goodies - they're really hot!



WINGS 2 - ACES HIGH

Wings 2 is even more dynamic than the original, with amazing graphics, spectacular flying sequences and non-stop dogfight action.

Set in France in 1916, your mission is to patrol the coastline and use machine-gun fire to eliminate all enemy planes which enter your territory. There are also assault missions and bombing raids on enemy installations.

It's the dogfights however, which brings **Wings 2** to life. You pilot the aircraft from a behind-the-plane perspective which allows you good all-round views and, best of all, you can see the plane which is chasing the enemy, spiralling down and somersaulting.

Produced by Namco, **Wings 2** will be available on Super NES in early summer.



CODEMASTERS - BUDGET BONANZA

Codemasters is the top budget title company east of the Congo and that's official.

The latest wave of low price tempters for the Amiga includes platform action in **The Quest of Agravain**.

This is a colourful large-sprited horizontal scroller, with traditional collectables such as weaponry and spells. Priced at £7.99 on Amiga.

Meanwhile, also released in March is **Dizzy's** excellent adventure, a five game compilation featuring all the Dizzy range for £24.99.



NORTH POLAR EXPEDITION

Virgin Games has called upon the photographs of Sir Randolph Fiennes to illustrate the CDTV game, *North Polar Expedition*. The game sees you on a trek across the desolate regions of the polar wastelands as you attempt to reach the North Pole.

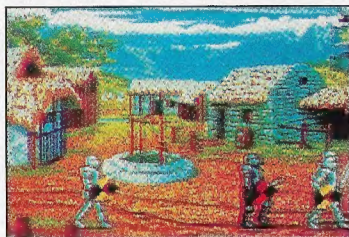
Using a role-playing style of gameplay, *North Polar Expedition* can also be used as an educational tool. The game is due out any day now

and will cost £49.99, that includes a copy of Sir Fiennes' best-seller, 'To the Ends of the Earth'.



SPRIT OF EXCALIBUR

Another title from Virgin is also making its debut on the CDTV and CD ROM. Combining role-playing, adventure and hack 'n' slay styles of gameplay, *Spirit of Excalibur* is due for release this month. Costing £29.99 on the CDTV, it's well worth a look.



TRACK MEET

Arguably the best graphics ever to feature on Game Boy appear in *Track Meet*, a multi-event athletics game featuring a game link option.

There's a variety of events, seven in all, requiring different gameplay skills. These vary from rapid firebutton pressing in track events, to getting the timing right in weightlifting and field events.

The athletes who you compete against are really crazy, including an Indian Swami who races the track events on, what else, a magic carpet.

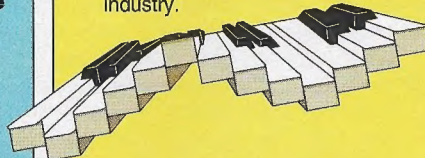
Due for imminent availability.

INSIDE INFO

Best of the Bunch

Get in on the Game 11

Fancy yourself as a star in the making? Well *Games-X* gives you hints on how to make it as a musician in the computer games industry.



THE ADDAMS FAMILY



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What is the most sought after software for your machine? For the Lynx Top 10 turn to page 25.

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Winter Challenge and Buck Rogers on the Mega Drive, Toki for the Lynx, Adventure Island III player's guide, the latest news from the console scene, plus...

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Devious Designs, Dragon's Lair II and Bonanza Brothers are thoroughly explored.

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The best machines around.

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ALCATRAZ



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THE COMPUTER GAMES OLYMPIAD 1992



WHAT IS IT? For the first time in this country a National Computer Games Competition encompassing all your favourite games and the chance to win the coveted Computer Games Champion Award for your category.

WHAT ELSE CAN YOU WIN? Prizes will be awarded for style, gameplay and high scores as well as for positioning within each category. Prizes will be given both at regional and final levels and will include International Holidays including trips to Disneyworld, £10,000 Cash Prizes, Computers and Computer Games. Each entrant will also be given a certificate of attendance stating their position gained and the overall rating given by the adjudicators. Due to our unique system at least 2,500 people will be winners!

WHERE IS IT? As much as possible we have tried to keep travel down to a minimum. On the right is a list of 40 towns which will all have regional heats. Any other towns or areas that have a large registration count will also be included in the regional heats. The finals will be held in London at Wembley on the 25th September 1992.



WHEN IS IT? Regional Heats and Finals will be held between May and August in the evenings and on weekends. The Finals will be held in September. Final Venue dates will be furnished on May 4th, 3 days after the final registration date.

HOW DO YOU ENTER? Easy, just fill in your registration card below and send it with your registration fee to the Olympiad Committee at the address below before the final registration date May 1st. On receipt of your application all your details will be placed into our competition database and your entrance number and ticket will be despatched to you as well as a complimentary spectator ticket for a friend. On May 4th you will be sent confirmation of the date of your local regional heat and the venue.



WHICH CATEGORY WILL YOU BE IN? Categories will be by computer type, age, gender and game type.

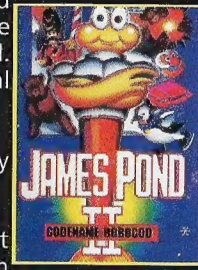
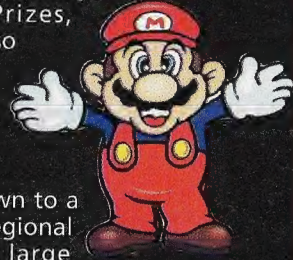
HOW WILL THE COMPETITION WORK? Prior to the competition starting at each venue, time will be allotted to each entrant to practice. For maximum enjoyment, each round will include competing both against other competitors as well as the computer itself. All entrants are guaranteed at least 20 mins gameplay. Adjudicators will be giving points for combat style and sportsmanship. Each region will produce 20-25 winners to go on to the finals.



ARE THERE ANY LIMITATIONS TO ENTRANCE? Yes. There will be a maximum of 10,000 competitors, and as we expect a good demand, we advise that players send in their registrations as quickly as possible. The minimum age for entrants is 13.

WHERE CAN I GET MORE INFORMATION? Call either of the registration hotlines for more details.

(This form can be photocopied)



VENUES

- Aberdeen
- Bath
- Birmingham
- Bournemouth
- Brighton
- Bristol
- Cambridge
- Cardiff
- Dover
- Edinburgh
- Exeter
- Glasgow
- Gloucester
- Guildford
- Hereford
- Hull
- Ipswich
- Leeds
- Leicester
- Lincoln
- Liverpool
- London N/S/E/W
- Luton
- Maidstone
- Manchester
- Middlesbrough
- Morthampton
- Norwich
- Nottingham
- Oxford
- Perth
- Plymouth
- Preston
- Salisbury
- Sheffield
- Shrewsbury
- Southampton
- Stoke-on-Trent
- Taunton
- York

The Olympiad Committee
Spike Island - 7 Essenden
Herts. AL9 6JF

OLYMPIAD 1992 REGISTRATION FORM

Registration Hot Lines
(081) 568-1492
(0707) 665980

Computer make & model: Acorn / PC / Atari / Nintendo / Amiga / Sega*

Title : Mr/Miss/Mrs

Top 3 Favoured Games Hi-score/Level

Name:.....

1:.....

Address:

2:.....

.....

3:.....

.....Postcode:

Preferred times to Play: Evenings / Weekends* (Leave blank if either time slot is acceptable)

Daytime Tel No.:.....

Please find enclosed my cheque/Postal Order for the sum of £10 made payable to Barclay Computer Services Ltd. in respect of the registration fee with the Olympiad Committee for the Computer Games Olympiad 1992.

Evening Tel No.:.....

Age:.....Occupation:.....

Left or Right Handed:.....

Signature.....Date

* Delete where applicable

GRAND PRIX

Grand Prix Unlimited combines a realistic Formula 1 racing simulator with a course architect. The game is being produced in association with US car magazine, Road and Track.

To be available on PC first with an Amiga version expected in the autumn, the simulation has you managing a Formula 1 race team and modifying the car for optimum race potential. The game features in-cockpit action on racetracks around the world, or on those of your own design.

For further realism there are different weather conditions to contend with, and the decisions that must be made such as fitting wet weather tyres or chancing it with dry condition tyres for greater speed. Grand Prix Unlimited will be available on PC in May.



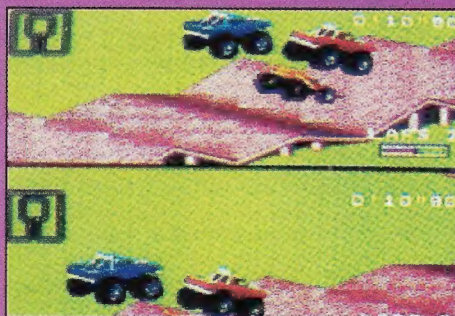
RPM

In this case, **RPM** stands for Radical Psycho Machine. This is an outrageous Big Foot Race across rough terrain in wagons with massive wheels, bouncing over hills and into gullies on a variety of tracks.

Each of the 24 tracks has a different surface so you could find yourself power drifting through gravel or skidding out of control on ice.

There's a sub-section enabling you to customise your wagon with bombs, oil-slides and so on.

Designed by Interplay, the game will be published in April '92 by Electronic Arts.



THE HAND OF ST JAMES

The second release on Impressions' IF label is to be **The Hand of St James**. A sort of medieval who dunnit, you play the role of an Abbot who has been summoned to a monastery to resolve some disturbing problems.

Firstly, who is the fiend who as murdered one of the monks and secondly, which scallywag has made off with the priceless relic, the Hand of St James?

The game is controlled solely via the



mouse and sleuths will find themselves searching for clues over 100 screens. What's more, there are over 20 characters to interact with!

Available on the PC, ST and Amiga in April. All versions will cost £29.99.



PC CD ROM GAMES

Virgin Games is to release a number of games on CD for the PC. All priced at £34.99, they will be available in March.

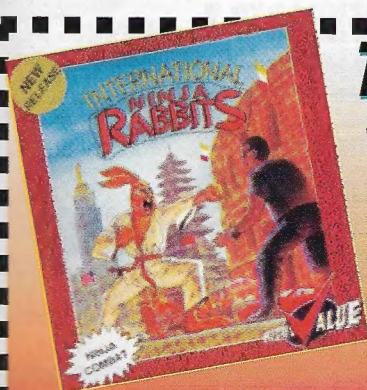
The games up for grabs include; Wonderland, Zork Trilogy, Infocom 4, Supremacy, Magnetic Scrolls Collection and Space Shuttle

ON THE SHELF!

Here is a list which has been compiled by GX, with the help of Centresoft and Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
Action Fighter	Kixx	PC	£9.99	26/2/92
		Amiga, ST	£7.99	26/2/92
		8-bit	£3.99	26/2/92
Cartoon Collection	CodeMaster	Amiga, ST	£24.99	25/2/92
Dragons of Flame	Kixx	PC	£9.99	26/2/92
		Amiga, ST	£7.99	26/2/92
		8-bit	£3.99	26/2/92
Elvira 2	Accolade	Amiga	£34.99	26/2/92
Fort Apache	Impressions	PC	£34.99	25/2/92
Harpoon Battleset 4	Electronic Arts	Amiga	£14.99	29/2/92
Last Ninja 3	System 3	ST	£25.99	27/2/92
Les Manley: Lost in LA	Accolade	PC	£34.99	26/2/92
Lexicross	Electronic Arts	Mac	£29.99	29/2/92
Monty Python	Tronix	PC, ST	£9.99	25/2/92
		Amiga	£9.99	27/2/92
		Speccy, C64	£3.99	25/2/92
		Amstrad	£3.99	27/2/92
Myth	System 3	Amiga	£25.99	27/2/92
Paperboy	Mindscape	Amiga	£25.99	26/2/92
Rocketeer	Disney	PC	£30.99	25/2/92
Shuttle	Virgin	PC	£49.99	25/2/92
Trivial Pursuits	Domark	CDTV	£44.99	20/2/92

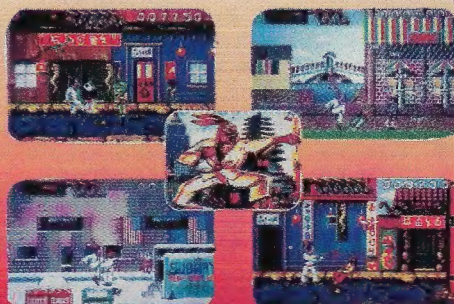


AVAILABLE ON
PC AMIGA ST
C64 SPEC AMS

THE NEW RELEASE FROM
"OUT NOW"

INTERNATIONAL
NINJA RABBITS

Follow-up to the Award
Winning Budget Blockbuster
NINJA RABBITS



HIGH VALUE

SOFTWARE CHARTS

Here's your exclusive chance to see where your favourite game stands in the Gallup charts.

1	◆	FORMULA 1 GRAND PRIX House: MICROPROSE Team: GEOFF CRAMMOND
2	◆	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
3	◆	DIZZY'S EXCELLENT ADVENTURES House: CODEMASTERS Team: VARIOUS
4	◆	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
5	▲	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
6	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
7	▼	TERMINATOR 2 House: OCEAN Team: DEMENTIA
8	★	THE JETSONS House: HI TEC Team: IN HOUSE
9	▲	POPULOUS 2 House: ELECTRONIC ARTS Team: BULLFROG
10	▲	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
11	▲	SOCCER STARS House: EMPIRE Team: VARIOUS
12	★	ANOTHER WORLD House: US GOLD Team: DELPHINE
13	▼	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
14	★	WOLFCHILD House: CORE DESIGN Team: IN HOUSE
15	▼	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
16	▲	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
17	★	BOARD GENIUS House: BEAU JOLLY Team: VARIOUS
18	★	ABANDONED PLACES House: ELECTRONIC ZOO Team: ARTGAME
19	★	SOCCER 6 House: CHALLENGE Team: IN HOUSE
20	★	ROBOCOP 3 House: OCEAN Team: DID

1	◆	BUBBLE DIZZY House: CODEMASTERS Team: LYNDON SHARP
2	▲	RAINBOW ISLANDS House: HIT SQUAD Team: GRAFTGOLD
3	▲	FIRST DIVISION MANAGER House: CODEMASTERS Team: CYRUS SOFTWARE
4	▼	ROBOCOP House: HIT SQUAD Team: PETER JOHNSON
5	▲	DOUBLE DRAGON 2 House: TRONIX Team: BINARY DESIGN
6	▼	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
7	▲	THE NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE
8	★	SCOOBY DOO & SCRAPPY DOO House: HI-TEC Team: IN HOUSE
9	★	ALTERED BEAST House: HIT SQUAD Team: ACTIVISION
10	▼	GHOULS 'N' GHOSTS House: KIXX Team: SOFTWARE CREATIONS

1	◆	FORMULA 1 GRAND PRIX House: MICROPROSE Team: GEOFF CRAMMOND
2	▲	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
3	▼	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
4	▲	POPULOUS 2 House: ELECTRONIC ARTS Team: BULLFROG
5	▲	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
6	★	WOLFCHILD House: CORE DESIGN Team: IN HOUSE
7	★	ABANDONED PLACES House: ELECTRONIC ZOO Team: ARTGAME
8	★	ROBOCOP 3 House: OCEAN Team: DID
9	★	PGA TOUR GOLF + House: ELECTRONIC ARTS Team: LEE ACTOR
10	★	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN

1	★	ANOTHER WORLD House: US GOLD Team: DELPHINE
2	▼	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
3	▲	MICROPROSE GOLF House: MICROPROSE Team: THE THOUGHT TRAIN
4	★	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
5	★	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
6	▼	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
7	▼	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
8	▼	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
9	★	FOOTBALL CRAZY CHALLENGE House: ANCO Team: DINO DINI
10	★	SOCCER STARS House: EMPIRE Team: VARIOUS

1	★	MONKEY ISLAND 2 House: LUCASFILM Team: RON GILBERT
2	★	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
3	★	LINKS House: US GOLD Team: SSI
4	▼	EYE OF THE BEHOLDER 2 House: US GOLD Team: SSI
5	★	WING COMMANDER 2 House: MINDSCAPE Team: ORIGIN
6	◆	GUNSHIP 2000 House: MICROPROSE Team: MPS LABS
7	▼	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
8	★	PRO TENNIS TOUR 2 House: UBI SOFT Team: BLUE BYTE
9	★	MARIO ANDRETTI RACING CHALLENGE House: ELECTRONIC ARTS Team: DSI
10	★	CHUCK YEAGER AFT 2.0 House: ELECTRONIC ARTS Team: IN HOUSE

★ New Entry ▲ Climber ◆ Non mover
▼ Faller ☆ Re-entry

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SOFTWARE CITY

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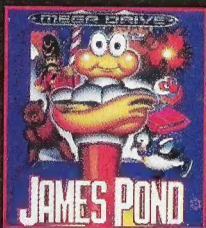
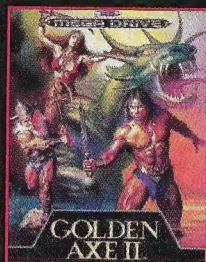
ATARI ST/AMIGA SELLERS 16-BIT COMPILATIONS

1st DIVISION MANAGER.....	ST	AM	7.99	7.99	GODFATHER.....	ST	AM	N/A	21.50	ROBOCOP.....	ST	AM	7.99	7.99
3-D CONSTRUCTION KIT.....	27.99	34.99			GOLDFINGER.....	17.50	17.50			ROBOCOP 3.....	N/A		17.50	17.50
4-D SPORTS BOXING.....	N/A	17.50			LEMMINGS.....	NEW	17.99	17.99		ROCKET RANGER.....	9.99	9.99		
A.P.S.....	7.99	7.99			HEAD OVER HEELS.....	7.99	7.99			RODLANDS.....	17.50	17.50		
ADVANCED FRUIT MACHINE.....	6.99	6.99			HEART OF CHINA.....	N/A	24.99	24.99		ROKKE'S DRIFT.....	17.50	17.50		
ADVANTAGE TENNIS.....	17.50	17.50			HEIMDALL (1 MEG).....	NEW	24.99	24.99		RUGBY COACH.....	17.50	17.50		
ALIEN BREED.....	N/A	17.50			HERO QUEST + DATA DISK.....	21.50	21.50			RUGBY WORLD CUP.....	N/A	17.50		
ALTERED BEAST.....	7.99	7.99			HERO QUEST DATA DISK.....	10.99	10.99			RULES OF ENGAGEMENT.....	N/A	17.50		
ANARCHY.....NEW PRICE	9.99	9.99			HOME ALONE (NOT A500+).....	N/A	17.50	17.50		RUN THE GAUNTLET.....	7.99	7.99		
ANOTHER WORLD.....NEW	N/A	17.50			HUNTER.....	21.50	21.50			SCOOBY DOO & SCRAPPY DOO.....	7.99	7.99		
AUSTERLITZ.....	9.99	9.99			IKARI WARRIOR.....SPECIAL OFFER	5.50	N/A			SECRET OF MONKEY ISLAND...(1 MEG)	17.50	17.50		
BABY JO GO HOME.....	17.50	17.50			IMMORTAL.....	9.99	9.99			SHADOW OF THE BEAST.....	7.99	7.99		
BATMAN THE MOVIE.....	7.99	7.99			IMPOSSAMOLE.....	7.99	7.99			SHADOW OF THE BEAST 2 (PSYGNOSIS).....	N/A	7.99		
BATTLE CHESS 2.....	N/A	17.50			INDIANA JONES LAST CRAUSE (ACTION).....	7.99	7.99			SHADOW SORCEROR.....	19.99	19.99		
BATTLE ISLE.....	N/A	21.50			INT. ICE HOCKEY.....NEW PRICE	7.99	7.99			SHINOBI.....	9.99	9.99		
BATTLE OF BRITAIN (THEIR FINEST HOUR).....	21.50	21.50			INT. NINJA RABBITS.....	7.99	7.99			SHOE PEOPLE.....	17.50	17.50		
BATTLE OF BRITAIN MISSION DISK.....	10.99	10.99			ITALIA 1990.....NEW PRICE	9.99	9.99			SHUFFLEPACK CAFE.....	7.99	7.99		
BEACH VOLLEY.....	7.99	7.99			IVANHOE.....	7.99	7.99			SILENT SERVICE 2.....	17.50	24.99		
BIRDS OF PREY.....	N/A	24.99			JACK NICKLAUS GOLF.....	N/A	17.50	17.50		SILKWORM.....	9.99	9.99		
BLOOD MONEY.....	7.99	7.99			JACK NICKLAUS UNLIMITED COURSES (1 MEG).....	N/A	21.50	21.50		SIM CITY/POPULOUS.....	21.50	21.50		
BLOODWYCH.....	9.99	9.99			JAMES POND.....NEW PRICE	7.99	7.99			SIMPSONS.....	17.50	17.50		
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ADDAMS FAMILY COMPO

"They do what they wanna do, say what they wanna say, live how they wanna live, play how they wanna play, dance how they wanna dance, they kick and they stab a friend - The Addams Family."

Now's your chance to get your hands on some Addams' goodies. Yep, together with those awfully nice people at Ocean we're offering three sets of Addams Family videos up for grabs.

What's more, we're also offering you the chance to win one of 10 copies of Ocean's smash hit game, Elf!

All you have to do is answer the following questions and send in your coupon before 12th March.

All entries should be addressed to: Addams Family Competition, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. Good luck!

The first three correct entries out of the sack will win copies of the videos and the next 10 runners-up will each get the game.

WIN
ADDAMS
FAMILY
VIDEOS

COMPO

QUESTIONS:

- 1 Which pop star recently had a hit with the Addams Groove?
 - a. Jimmy Nail
 - b. Hammer
 - c. The Pet Shop Boys
- 2 The Addams Family owns a strange pet, what is it?
 - a. A dog
 - b. A cat
 - c. A hand
- 3 The Addams Family has a long lost uncle, what's his name?
 - a. Fester
 - b. Sam
 - c. Bob
- 4 Gomez and Morticia's daughter is called what?
 - a. Monday
 - b. Tuesday
 - c. Wednesday

I'M WACKY AND I'M SPOOKY...

Name..... Answer 1.....

 Address..... Answer 2.....
 Answer 3.....
 Answer 4.....
 Post Code
 Machine type.....
 I also own a

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GET IN ON THE GAME

Ever fancied tinkling the ivories for a famous computer game? John finds out how to get in on making all the noise

Music: (noun) The art of arranging the sounds of voice(s) or instrument(s), or even both, in either a pleasing sequence or combination

Musician: (noun) Artist who not only habitually creates above said combinations of sound, but also has a tremendous desire to work with, and for, people who are invariably arrhythmic and tone-deaf.

The musician's life is one of creativity and hard work, and for the computer game accompanist it is one that can be richly varied and highly rewarding.

Fortunately, the software musician does not necessarily have to be a programmer, and in a lot of

quality sampler for borrowing all those squeaks, belches and bleeps.

To maintain a regular flow of work coming your way you'll need to have knowledge and experience of a number of different formats.

Obviously work on the Amiga is going to be your primary concern, but you'll need to know the ST, the PC and probably at least one of the 8-bit formats.

GETTING NOTICED

Knowing what it is you'll need in order to prolong your career is all well and good, but by far the biggest problem for any musician lies in getting noticed by the software houses.

Experience will be your greatest ally, so if you can send disks full of your best work you stand a pretty good chance of making people sit up and take note.

Try to create a style of your own and send tunes that are obviously different. Also, look around, see what other musicians have done.

To begin with, you will be freelance, and this has a number of drawbacks in that your work will be highly irregular, meaning that your earnings will also be haphazard, to say the least.

In order to feel safe you're going to need to hitch up with a development team to obtain regular work - but to do this you need to have first proven yourself as a decent artiste.

TAKE IT TO THE LIMIT

Whether you're working full-time or freelance you're more often than not the last person who is actually in control of what you're doing.

The software house will invariably dictate how long you have in which to create your music, how much memory you are allowed, and it may even stipulate how it wants the music to sound.

As with any job, you have to do what's needed to get the moolah. Don't be upset if they want a classical sounding atmospheric piece when you're all geared up to create a decent heavy metal techno rock tune!

Once established, you will have a limited free rein to do what you want. However, this can take years, so perseverance is needed!

MATT SIMMONDS (MUSICIAN)

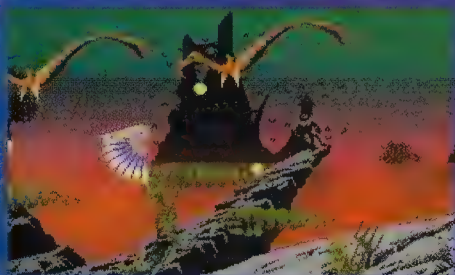
Accomplishments:
Agony from Psygnosis
Leander from Psygnosis
Chuck Rock from Core
War Zone from Core
G-Loc from US Gold

"I've been working as a musician for around a year and a half now and have been involved with a number of projects. Working freelance has been a real bind due to the irregularity of income, but this can be overcome if you spread yourself around a bit.

In the past I've worked with Alastair Brimble and I have ties with a number of Swedish musicians. We all help each other out by swapping samples and utilities.

They way the work changes from project to project is incredible! Sometimes you have two weeks to complete a whole set of tunes whereas for others you get two or three months. Agony was one in particular where I had a fair amount of time.

The easiest way to get into the trade is to prove you have some music experience. I used to send disks all over the place until eventually I was asked to do some work for a game!"



Without a doubt, Agony from Psygnosis contains some of the most beautiful music yet heard in a game. Check out the amazing piano sample!

cases he does not even need to be a proficient player of any one instrument.

The numerous tools of the trade have advanced to such a degree that computer music is fast becoming an art in itself.

THE ART OF NOISE

What do you do first? Well, it helps to have more than a smidgen of muse within your system to enable you to compose tunes of numerous styles, suiting everything from the hectic blast'em-up to the moody role-playing game.

Next up, you'll need a number of tools with which to create your masterpiece. Some form of sound-tracker is the ideal workhorse and for many the PD tool Pro-Tracker is considered to be one of the best.

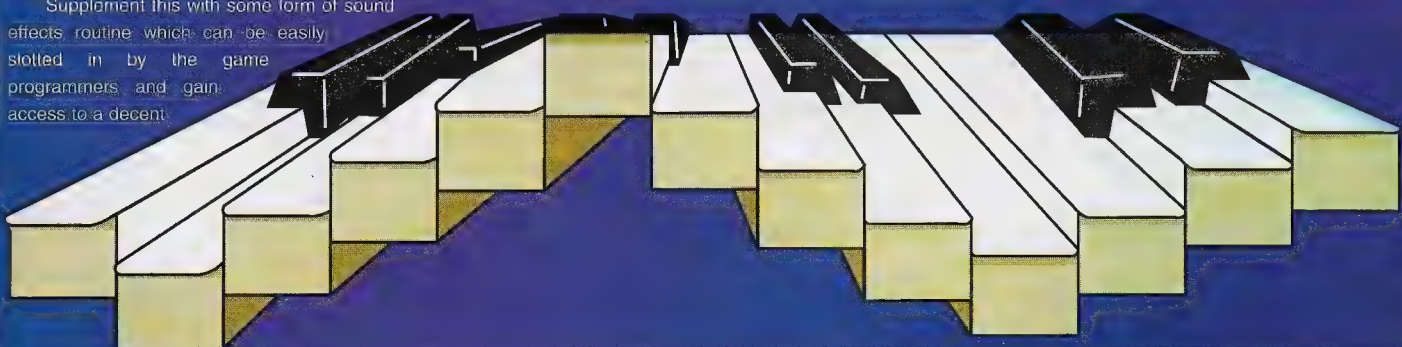
Supplement this with some form of sound effects routine which can be easily slotted in by the game programmers, and gain access to a decent



Those of you who've seen the band at the beginning of Core's Chuck Rock will have experienced some of Matt's work. All the in-game sound was by him.

WHAT YOU WILL NEED TO GET STARTED

- A. A degree of musical ability
- B. Tools of the trade: A good sound tracker, sound F/X routine, sampler
- C. Knowledge: Learn the tools on other formats in order to spread yourself about a bit
- D. Experience: Get known in PD circles as well as with the commercial teams
- E. Patience: While freelance, the pay cheque is irregular!
- F. The ability to live on a fried egg, a rich tea biscuit and five ciggies every other day

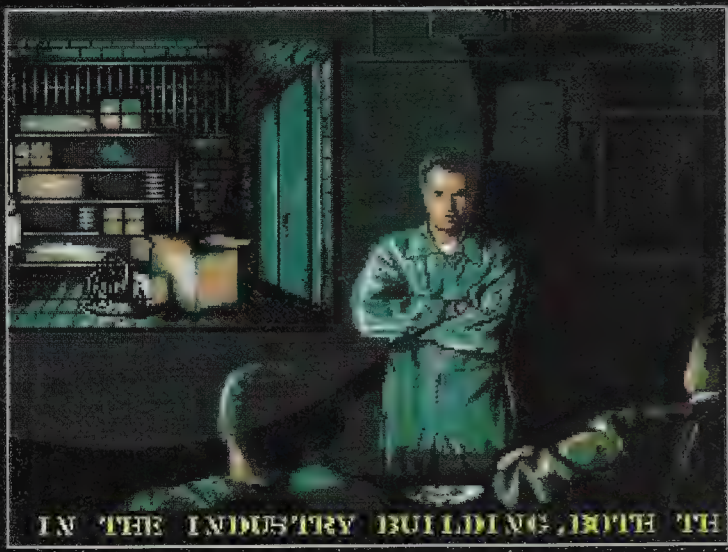




San Francisco 1996: The American government has declared all-out war on the drug cartel whose chief, Miguel Tardiez 'Public Enemy Number One', is ensconced on the island of Alcatraz.



ALCATRAZ



THE EMPEROR OF THE INDUSTRY BUILDING WITH THE

During the briefing at the beginning of the game, the big boss man will make sure that you know exactly what it is you will need to do - complete with pictures as well!

This former federal prison is now the HQ for all manner of criminal activity and your job is to go in, nab Mr Tardiez, and get out in two hours.

I dunno! People expect so much of the average tough guy in this current climate. Back in the old days all you had to do was rescue a girlie and kill a few monsters!

Now you've got to break into a prison renowned for being impenetrable, move your way past hundreds of guards, break into a bunch of offices and nick some papers, kidnap an international terrorist and then get out!

Apparently, the mission that you and your faithful sidekick

are undertaking is something that has been attempted by numerous commando types in the past.

Unfortunately though, no one has ever actually succeeded in surviving the terrors of Alcatraz.

TYPICALLY FRENCH

There's just something about French games isn't there? This could've been your typical scrolling platform shooty-shooty scenario but, with just a few extra little features, it has blossomed in terms of originality.

Obviously the first impression with any game has to lie in whether or not the graphics come up to standard. In this particular case I was initially not all that impressed with the rather bland presentation.

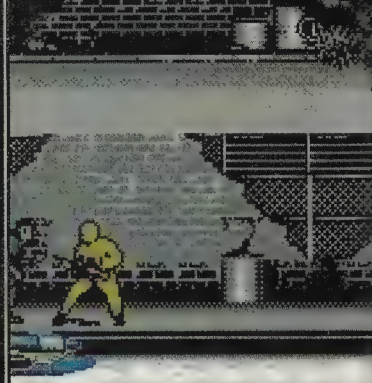
However, after living with it for a while it soon became apparent that the 'dull grey' look works well at creating a suitable atmosphere.

The game itself is basically divided into two very definite types. The first of these is the main section which entails moving your commando along a scrolling backdrop, filled with all manner of meanies.

Initially you are armed with just a bunch of throwing knives, but after jumping on a few bad guys you can nick their weapons, ranging from a rifle to a flame thrower!

The second section is very different insofar as it utilises a form of gameplay which I can't remember seeing since Xybots! These sections take place

The two-player mode is implemented in such a way that you can play with another person. Or look after both characters by swapping from one to the other by using the return key.



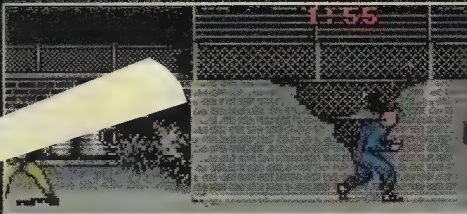
within the various buildings of the island and you must explore the 3D bits in order to find various papers, as well as blow up important drug manufacturing points.

The final objective is to kill everyone, kidnap the big boss man and then jump in your helicopter waiting for you on the other side of the island. Doesn't sound too strenuous does it?

OH LA LA!

As always with games from our French chums across the water,

The flame thrower is a formidable weapon that will strike down all that lies in its way, path!



FACT FILE

Software House: Infogrames
 Programmer: Fred O'Rourke
 Graphic Artist: Josiane Girard
 Music: Ray Norrish



Graphically it really isn't all that hot. The screen shots do tend to look predominantly very grey don't they? Whether or not this was intentional or not I'm not entirely sure, but once you've got used to them they really are quite atmospheric.

To further enhance the rather 'grim' atmosphere there are some superb sound effects and tunes which conjure up a very 'Escape from New York'-type feel to the whole thing. (Hands up all those of you who remember the Kurt Russell film?)

On the whole I really enjoyed this. It took some time to get used to, and after the first 10 minutes or so I was prepared to throw the towel in because it just seemed too hard!

Getting past the first level was a real milestone but once you've sussed out that there are numerous 1-UPs lying around here, there and everywhere it suddenly dawns on you that this isn't actually all that bad.

With many nice little features in all the different little sections, I'm sure that it'll prove popular, partly due to the simultaneous two-player mode that is implemented particularly well.

Not a bad game at all. Yet another French game to get the thumbs up! Let's hope to see lots more of this sort of quality in the not too distant future.

£25.99 OUT NOW



The best thing about the French is that they always manage to produce something that is just as good on the ST as it is on the Amiga.

Alcatraz on the ST has all the same graphics and a great wad of sampled sounds to boot! It's well worth checking out if you're in search of something that little bit different.

£25.99 OUT NOW



Yet another in the long, long line of arcade action games that are now coming out on the PC. This version is hardly different at all to its other 16-bit cousins and I'm sure that all you gamesplaying PC owners out there might like to have a look-see.

£25.99 OUT NOW

X-RATING: XXXX

Gameplay: 16/20
Lastability: 16/20
Presentation: 14/20

GETTING TO GRIPS WITH YOUR WEAPON

1) The RVS 1526 double bladed commando knife is a silent weapon for close quarters combat



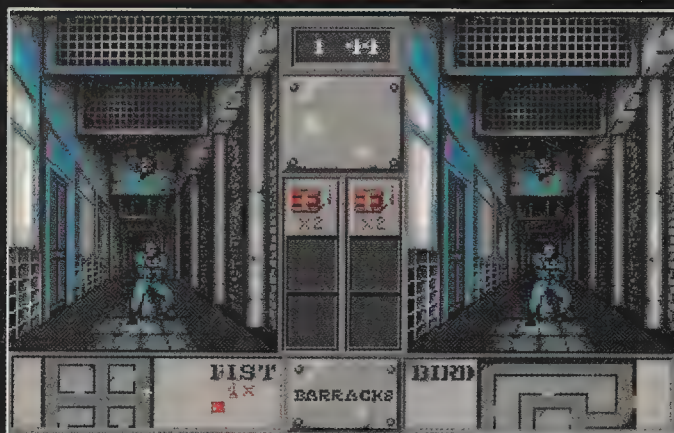
2) The K12 flame thrower has a range of 10 metres. It will destroy anything in its path



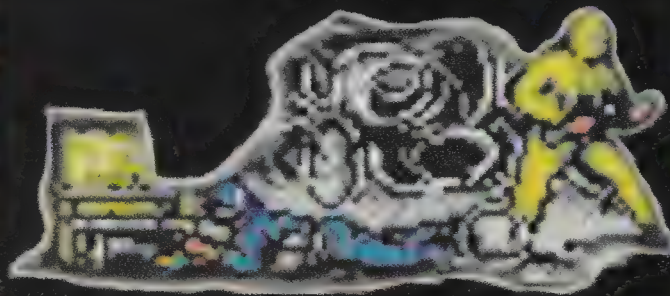
3) The HVS grenades are noisy weapons, essential for destroying some targets



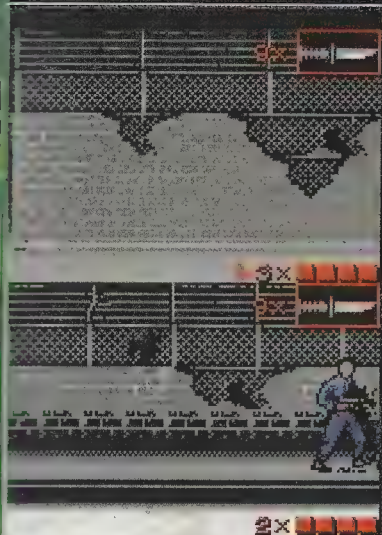
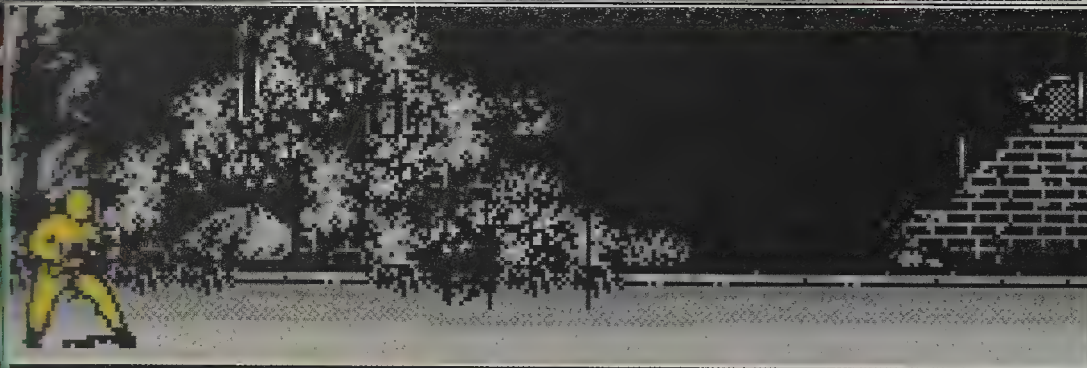
4) The Stayner Aug 77 assault rifle is a 14 inch barrelled, 223 bore, 70 rounds a minute assault weapon. Not something that'll give you a second chance!



Inside one of the smaller buildings you are attacked by some guards. Simply whip out the old machine-gun and fire away!



All the levels are filled with hazards which can appear from behind any part of the earthquake torn scenery

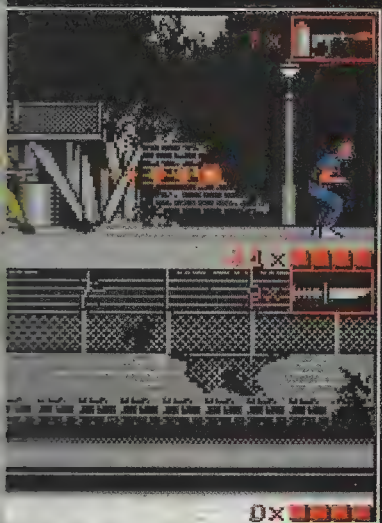


Alcatraz is really quite difficult to get to grips with!

It will undoubtedly have you fumbling about all over the place before you actually get the hang of all the various techniques that can be used to ensure effective completion.

To start with I wasn't really that impressed but, surprisingly, it really does grow on you.

Although this will certainly take a while to get used to, after you've come to terms with a few little French idiosyncrasies I'm sure that you'll absolutely love it!



GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXX

The higher the rating the better the game

JON is a very strange bespectacled chap. He is getting more and more anti-social during the office hours and sits at his desk listening to reggae on his walkman all day long! His dream is to one day live and work in the West Indies!?! **ARM**

JANE has a rather sexy little elbow although she thinks it is far too hairy. Unfortunately it's got a few war wounds from a rather nasty car accident she once had in her youth. She claims it was some old biddle's fault. **ELBOW**

ROB has started receiving strange parcels in the *Games-X* post bag. What do these packages contain? No one knows but they do feel a bit like videos! Has Rob begun viewing illegal hard core videos? Well, it is a bit doubtful! **ELBOW**

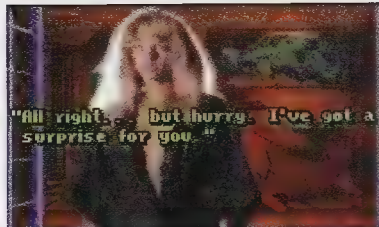


This is the accolade given to those games of exceptional quality and which the *Games-X* reviewers feel deserve extra recognition



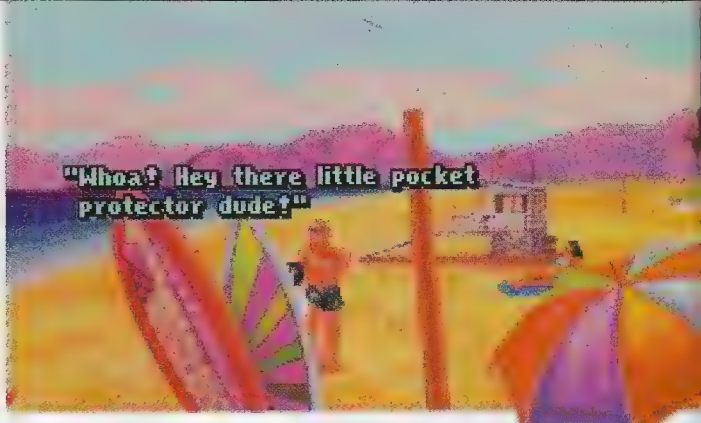
£95.99 OUT FEBRUARY

Which formats are available, followed by a comparative evaluation, the price and the release date.



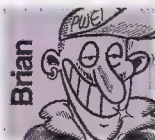
"All right... but hurry. I've got a surprise for you."

After a strenuous session with Helmut, Lafonda Turner goes to the pool. Soon she and Helmut will disappear...



"Whoa! Hey there little pocket protector dude!"

LES MANLEY IN: LOST IN LA



After a painstaking Search for the King, Lester P Manley is now in the throws of investigating the mysterious disappearances of major Hollywood talent, including his long-time buddy Helmut Been, the smallest man in the world. What has been happening in LA...?

Accolade's *The Search for the King* was the victim of one of our *Games-X* player's guides back in issue 13 and now the sequel has finally arrived.

This time it utilises the easier point-and-click mechanism, so that means no typing! You adventurers lead a hard life, don't you!

The plot centres around corruption in the glamour showbiz world of Hollywood and it takes a somewhat satirical look at California in the process.

You'll meet up with all the top people in tinsel town, those that haven't disappeared anyway, including such parodies as Madonna.

IN THE CITY OF ANGELS

Les travels around Los Angeles using a special kind of map that will warp him to any area that you happen to select, which makes exploring new areas of the city very easy indeed.

There are such stereotyped characters as the lifeguard wanting to "catch rays" and a rap band that has big trouble getting its lyrics to rhyme.

The conversation side of the game is done in a similar style to *Monkey Island* where you have to select the line you want to say and then you say it.

This allows for a little personalisation to the game but don't get over excited, it isn't all that much. In the original game some of the things you had to do were decidedly silly, like dying



A GOOD BIT OF BLOODSHED



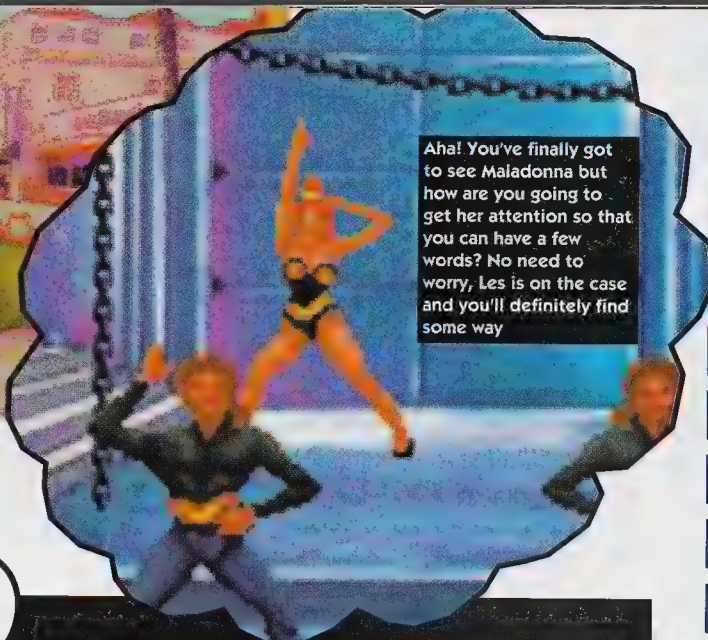
Before you can get to Madonna's, you've got to go through this set for a cheap horror movie...



Unfortunately, this ugly looking thing stands steadfastly in your way, barring your progress!



(Above) This is Venice Beach, which is strange because of the game's setting. Here you'll find Lance the lifeguard, but watch out because he only understands one language - Californian! (Got the dude? - Ed)

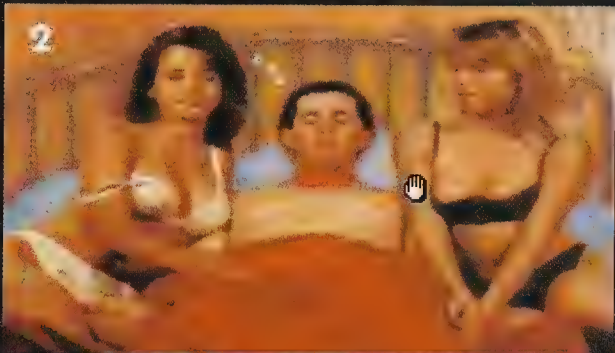


Aha! You've finally got to see Maladonna but how are you going to get her attention so that you can have a few words? No need to worry, Les is on the case and you'll definitely find some way

IN BED WITH LESTER



1 You just happened to arrive at Club Mud at the wrong time and ended up in a violent wrestling match with two expert wrestlers...



2 but never fear because things will always turn out OK in the end. The discovery that the girls are turned on by talk of assembly language acts in your favour



3 Nice one Les. Being a true man as soon as he wakes up he leaves no time for small talk and gets straight onto that Laptop! That's the computer!



Dr Nick, plastic surgeon to the stars, is the first man to introduce trial surgery. Sound's good to me!

FACT FILE

Software House: Accolade
Designer: Steve Cartwright
Producer: Sam Nelson
Graphic Artists: Justin Chin, Bonnie Boruck, Janet Strong



There is no doubting that this is an improvement over the original adventure, which in itself was a fairly good and funny game.

The graphics this time around come in two styles. One is all screen where there is a close-up of a character - they are all digitized pictures of actual actors - and for the bulk of the game the story is presented in excellently detailed locations which look both realistic and rather jolly at the same time.

All the sprites are humorous to watch on screen with the main sprite of Les being practically the same as it was in the first game. However, this time around he does get smaller as he goes off into the distance.

As you'd expect on the PC the sound effects are also top-notch using full speech on the better sound boards; even on the lowly internal speaker they are far from the naffest ever heard.

The whole shock of the game is a pretty convincing scream and that comes from the internal sound!

Where this game moves into its own however is the gameplay. The whole thing plays like a Sierra title but the storyline and puzzles are all original and silly.

However, if you were shocked by any of the Larry games then you'd better stay away from this.

Sadly there is a down point to it all. If you miss collecting an item right at the beginning of the game you might not be able to finish because of it.

This type of thing is normally only found in games like Larry 1 from all those years ago.

Lost in LA is an excellent adventure game that is a little easy for experienced players but difficult for a beginner, although I did use the clue book to help get past certain sections of the game.

If you are aged below 13 you may have to get your big brother to buy it for you but only if you remember to keep those naughty scenes out of view when grandma comes to visit!

Accolade has come up trumps with this but still have some way to go until the style of game has been perfected.

£34.99 OUT NOW

X-RATING: XXXX

Gameplay: 17/20
Lastability: 14/20
Presentation: 18/20

FACT FILE

Software House: Domark
Development Team: Teque



Basically, *Shadowlands* is a *Dungeon Master* clone with an isometric viewpoint, which appears to be the vogue at the moment. The game system is a rather intelligent affair of character multi-tasking and a realistic lighting system.

Shadowlands' main drawback lies with the speed and ease of controls. It's awkward to play.

The icons on the bottom of the screen seem misplaced, interfering with the movement at times. It probably would have been better on the edge.

The graphics aren't brilliant and the sounds are quite sparse, although nice in places.

Shadowlands does require some cerebral activity in the puzzle areas, but in the game proper, there's too much wandering and too little action.

A great game which sadly doesn't reach its full potential because of the above mentioned irritating flaws.

However, it's more than made up for in the addictive quality. If you liked *Dungeon Master*, but fancy a change, this may be what you're after.

£29.99 OUT MARCH



The ST is similar to the Amiga version, except the scrolling and animation is more jerky, but not to a bad degree.

If role-playing's your thing, then you'll probably be rubbing your hands in anticipation for this game - a novel addition to the genre, but not the best.

£99.99 OUT MARCH

X-RATING: XXXXX

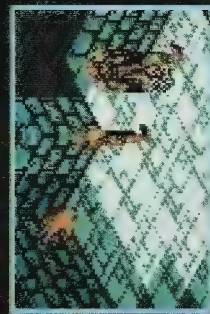
Gameplay: 14/20
Lastability: 17/20
Presentation: 16/20

Being killed
by marauding hordes

of evil beings is bad luck. Imagine your surprise when you awaken and your spirit has the power to control others. Thus you decide to pick on four mortals.



Characters can be adapted to suit your preferred needs. You can rename, change their visage and select the powers of vital statistics



A nice little cache to allow you to restock. There's water, food and light. Smashing!

SHADOWLANDS

Afterlife isn't all it's cracked up to be. What, no harp?

The actual landscapes are wide and varied and take into account the full specialist effects created by the game program.

It's *Shadowlands* in more ways than one because light is a vital factor.

Stuck outside, day turns to night, and in dungeons, light is only cast over a set area, or via sparkling magical effects which lighten the entire area.

The viewpoint is isometric, with your party shown as small sprites who look remarkably

similar to each other. All of the moveable area is shown complete with all obstructions and walls.

A nice touch is created when you move behind a wall - it then disappears, making way for a red line which allows you to see the party at all times.

TAKING CONTROL

Control is a rather complex point and click mouse mechanism which does take some getting used to.

It all boils down to five specific areas on the character icons. When using characters, a

little body icon appears. Clicking on the arms, legs and the head creates different options.

The head is a simple view selection, to read plaques and so on. From your viewpoint, click on the right leg, and the character moves away on his own, whereas the left leg makes the nearby party join together.

Selecting the right arm allows you to collect items and the left is used for utilising items and attacking foes.

Clicking on both arms makes the individual drop the item in his right hand. Clicking the right

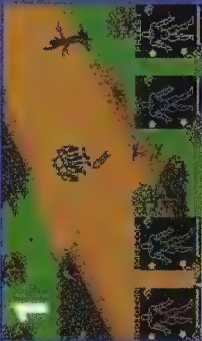
mouse button on the icon ensures a closer look at the character, to check on vital stats, the inventory and just how hungry he really is.

You can also set the party positioning for group manoeuvres. Splitting your party is where the game really comes into its own.

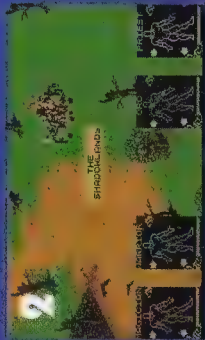
You could possibly have two characters scratching their heads at a puzzle, and another two battling away against some skeleton or gargoyle.

Puzzles in the game start off quite simply but they do progress to tricky little rambles later in the game.

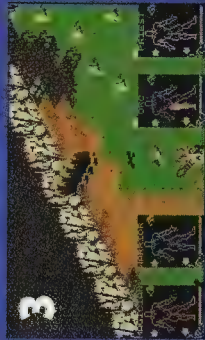
Fighting is mostly uncontrollable, you simply send people in to hack away, ensuring that they have a weapon of some sort.



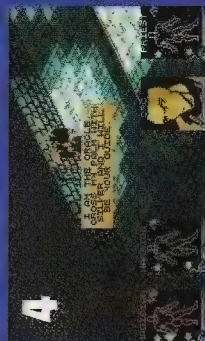
1 Hanging around at the start. What now? Hmm, let's have a walk



2 Looking around, you have to check up on everything, collecting items all over the place



3 After an exhausting day you find some steps leading underground. Near to the cemetery, it bodes ill

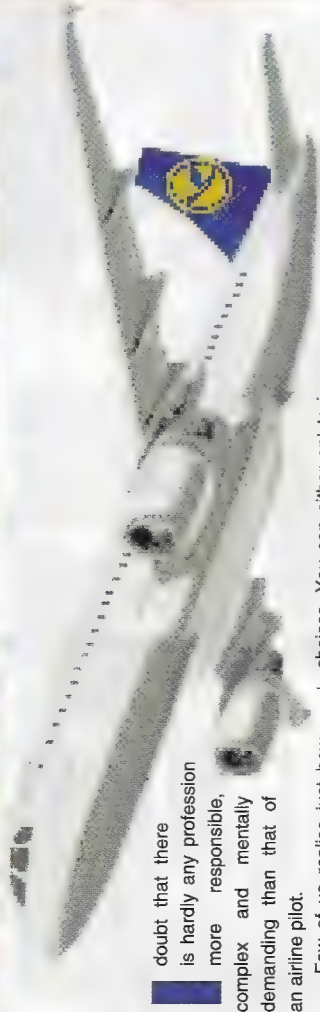


4 Popping downstairs and you are eased into the first of many problems



This simulator of the revolutionary passenger jet, put together by an active pilot and high-ranking officer in the Deutsche Lufwaffe, has been in development for over three years. You can't ask for much more than that.

A320 AIRBUS



doubt that there is hardly any profession more responsible, complex and mentally demanding than that of an airline pilot.

Few of us realise just how difficult the path towards becoming a fully-fledged pilot can be, especially since it places high demands on potential applicants. Only a selected few can fulfil them.

Rainer Bopf, the mind behind this latest release from Thalion, describes A320 Airbus as a 'real' flight simulator.

As well as the flight physics and navigational skills required, the focus of the development has been based on the problems experienced as an airline pilot.

FIRST IMPRESSIONS

The first and most striking thing that hits you when you first get your hands on the package is that it weighs a ton!

Inside the oversized box is a multitude of maps and charts as well as an extremely thick approach chart's manual and pilot handbook. Some fairly hefty reading time is called for!

Booting up the simulator itself presents you with a number of

choices. You can either opt to jump straight in at the deep end and go for active duty, or you can pop off for a spot of training.

Either way, you eventually end up sitting in your huge great plane at the end of the runway. Only at this point do you realise that A320 is a bit more than your average run-of-the-mill flight sim.

Not since Microsoft's Flight Simulator series have I seen so much attention to detail!

The program spans a vast area: Germany, Denmark, Austria, France, Belgium, Luxembourg and the Netherlands, the UK and Ireland!



The flight controller's office, your first port of call. Here, choose between jumping straight into active service, or going into training

More than 80 different airports are realistically portrayed and there are 150 different ILS approaches implemented. Fairly impressive stuff considering the whole thing is only on one disk!

What A320 does share with most recent flight sims is the speed and response time. The graphics are all super smooth and the ground detail is really quite good.

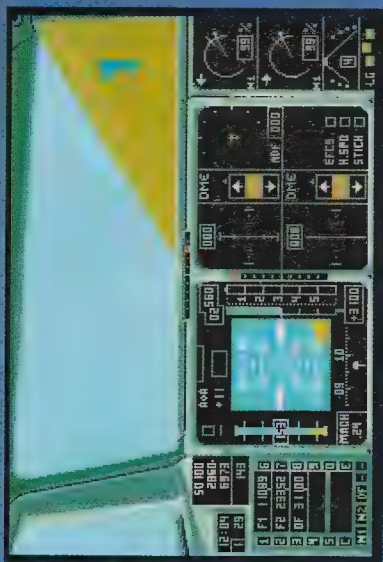
The biggest question you are going to be faced with is whether this is really the sort of thing you're looking for.

A320 is definitely aimed at a much older games player and I'm certain that the complexity of the controls, coupled with the amount of time needed just filling in numbers will soon bore a younger player.

Basically this isn't a game. It is a good quality simulator which does exactly what it says it will.

It accurately simulates the fly-by-wire systems of a modern passenger jet. If this is what you're looking for, it's the best of its kind.

TRAINING SUB



After take-off you knock on the autopilot which will keep the plane on course



AS GEORGE takes charge, you're free to have a peak out of the window. Mmm that looks like my mum's house down there



You want me to land where??? But it's tiny! Oh well, here goes! Deep breath. Oops... don't you think I'm coming in a bit steep!

FACT FILE

Software House: Thalion
Developer: Rainer Bopf
Programmer: Christian Jungen
Graphic Artist: Thorsten Mutschall
Music: Matthias Steinwachs



As simulators go, you're not really going to find something as accurate as this in this price bracket.

In the past, things like Flight Simulator II and Flight Simulator IV from Microsoft have been the only good quality programs simulating civilian aircraft, while many previous passenger jet simulators have turned out to be absolutely awful!

A320 is certainly different and shows that there are still some more serious 'games' around at the moment. It's very rare nowadays that you don't actually have to shoot at anything!

Graphically the game is very detailed and the movement within the virtual world is fast and smooth. However, it's the sheer size rather than the graphical representation that emerges as the most impressive factor.

Overall, if you're searching for something which is simply very realistic, then this is the one for you.

Unfortunately, younger players and action game fans may find it a little dull. After all, the market for this type of thing is a little limited. Your dad will probably love it!

£99.99 OUT NOW



The Amiga version is virtually identical to its ST counterpart although it must be said that the roar of the jet engines does sound slightly more convincing!

£99.99 OUT NOW

X-RATING: XXXXX

Gameplay: 14/20
Lastability: 18/20
Presentation: 16/20

FACT FILE

Software House: Starbrye, GmbH
Programmer: Tillebuck
Graphic Artist: Torsten Zimmerman



The PC version with hard disk access is the speediest of the bunch but the graphics, a standard affair, are pretty designs but there's nothing to hoop about.

Despite having a fair number of locations, the amount of variety is minimal. Each town has the same facilities with little difference between them. The gameplay soon becomes tedious and lacks lasting interest.

If you need a good adventurous strategy-type game, this isn't the worst, but it's far from brilliant.

I'm tempted to wonder if spending afternoons counting the leaves on trees would be more interesting, but that wouldn't be fair - would it?

£25.99 OUT MARCH



Everything about this game is irritating, from the dealings in towns through to movements in the countryside and underground. Sadly there's nothing spectacular here and although the spot sound effects are pleasant they can soon become quite frustrating.

£25.99 OUT MARCH



Call me dizzy, but I spotted hardly anything significantly different to the Amiga version, with the same graphics, the stupid toot tooting sound effects and withering gameplay.

£25.99 OUT MARCH

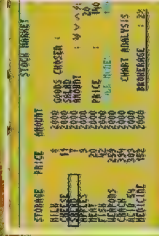
X-RATING: XX

Gameplay: 8/20
Lastability: 8/20
Presentation: 12/20

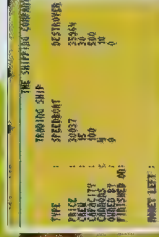
Money, money everywhere and not a cent to spare



1 Instead of investing your cash you could risk it all on the roulette wheel



2 Or you could dabble on the Stock Exchange, a commodity market



3 Preferably, you'd build up your armies or even start up your navy

MEDUSA



300 years ago you beat off the demon hordes of Medusa. The Medusa has licked her wounds and is ready again for action. Do you feel tough enough to do battle once more?



with items of modern warfare while away against robots and such like while collecting vital items.

SHOPPING IN THE MAZE

Fantasy tales may invoke interest, but this novelty isn't altogether successful here. The game itself is divided into three neat parts and styles. You start in a poor copy of the Dungeon Master-style maze game, battling

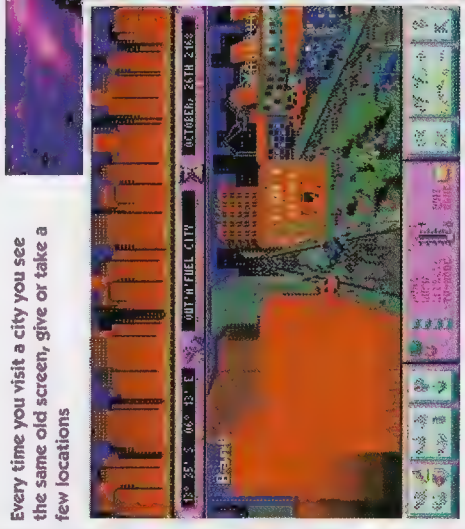
You then get to travel the landscape. The island is dotted with all manner of geographical features: forests, deserts, and your usual concoction of essential cities.

The actual movement is worthy of note. Here you simply click on an area where you want to go, hold it down and wait. Believe me, it's weird to get used to.

while ago those German chappies at Starbrye launched the original of the Medusa games. Now they've brought out a new version containing about as much humour as the Germans are famed for, ie none.

The basic gist? Well, the Return of Medusa is stuck somewhere between Mad Max meets King Arthur, or even Tolkien says hello to Arthur C Clarke. A strange concoction which, I can honestly say, doesn't quite work.

Although the game is set in the near future there are numerous fantasy connotations such as battling



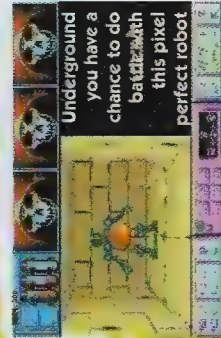
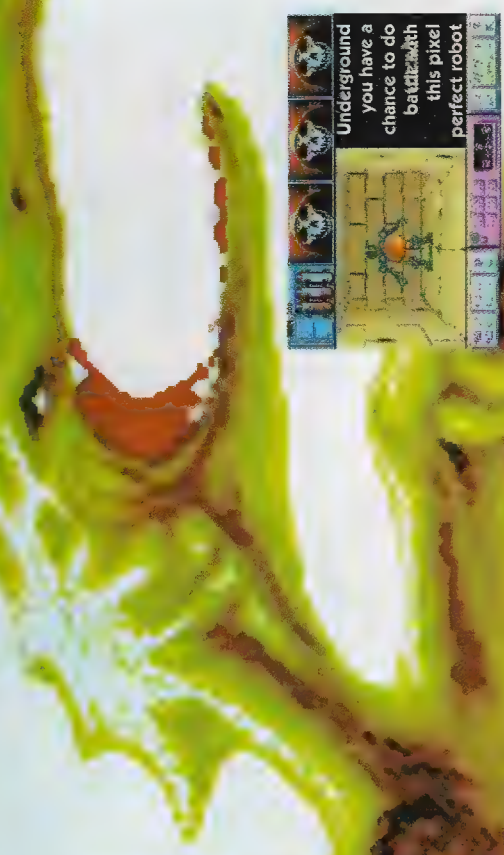
Every time you visit a city you see the same old screen, give or take a few locations



Travelling light

You're shayed and showered but you're still not welcome everywhere

Walking around willy-nilly you'll find signposts offering handy hints



Underground you have a chance to do battle with this pixel perfect robot

Once you move your army over a signpost or a city, you are offered the opportunity to read the sign or enter the city.

The cities are the mainstay of this particular game, but little effort appears to be put into their appearance. Each town looks the same, give or take a harbour or two. Here in the heart of the metropolis you have the opportunity to replenish your supplies, dabble on the stock market or blow it all on red at the roulette table.

You can also recruit men for your army, as well as taking stock of weapons and vehicles of both the sea and land.

Once your army is sufficiently large to deal with the threat, the crack-down against the hordes of Medusa begins in earnest.

Return of Medusa certainly has potential, but there's far too much wandering and too little action to manage to hold your attention indefinitely.

The ravages of Medusa are advancing but you arrogantly look death in the face



SWAMP YOMPING

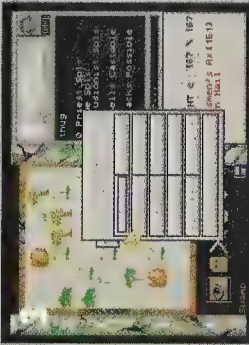
The party head off for a quick yomp through a primeval swamp



While out for your quick stroll through the local marsh you come across some rather unpleasant mummies. Yeuch!



With a multitude of combat options you are able to advance by just a quick click on the mouse



In a faraway land the forces of evil are stirring. You, as the only son of some incredibly super person, must take a party of disciples to the very limits of your world...



John

DISCIPLES OF STEEL THE CHRONICLES OF CYHAGAN

Role-playing games are very definitely in at the moment aren't they? They've always been popular, but just lately it seems that everyone and their aunty Mabel is having a bash!

This product from Texas-based MegaSoft is currently available on import only, but it manages to conjure up many of the elements from both the Dungeon Master and the Ultima-style RPGs.

Your first priority is to create your gang of sword-bearing, manly-looking warriors. This is simply done by using a series of easy-to-use point and click menus.

As such you may then effectively 'roll' your characters' attributes and choose how he/she will look from a mini database of about 30 different fizzesogs.

The characters vary from halflings and elves to wizards and warriors, one of which looks uncannily like Gene Simmons from Kiss, circa 1979!

Having created your motley crew, the game then unceremoniously dumps you in the

middle of nowhere, ready for you to go exploring!

Movement within a confined area, such as a dungeon or temple, is presented by the use of a reasonably quick 3D 'Dungeon Master'-type affair.

When moving your whole party across quite a large area things change to a 'top down' four-way scrolling thingy.

It's all fairly well established stuff and, coupled with a simple-to-use icon and menu system, hardly comes across as ground breaking stuff!

SPEEDY GONZALES OR TERRY TORTOISE?

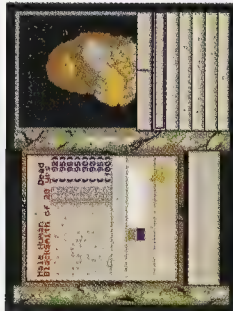
What does set this apart from other games of this type though, is the speed.

Now in my time I've seen slow games and products with such naff disk access time that it is untrue... but this! Unbelievable!

After three hours trying to get it to work, I only actually spent about 10



Here you have it... your typical Dungeon Master-type 3D walk around role-playing screen. Pretty isn't it?



The character sheets will show you everything you could possibly want to know. This one's about some dead ugly guy called Fixem



Call up a menu containing each member of your party, both living and dead, and decide who you want to perform certain tasks



FACT FILE

Software House: MegaSoft
Programmer: Martin Kruse
Graphic Artist: Chuck Campbell
Music: S Schrade, J Smalley, D Hollis

In terms of presentation this is a bit on the dodgy side. Compared to such recent masterpieces as Nightmare from the Mindscape mob, this looks a wee bit dated on the graphics front.

It isn't all that bad though; the overall image comes across quite nicely and I suppose that's what matters in the long run.

Sound and music vary in quality from the sublime to the ridiculous. In places there are some superb digitized effects, whereas elsewhere you'll have some of the most weedy sounding chip generated squeaks and blurps imaginable ringing in your ears!

On the whole, the game is a large and well structured affair which has obviously had a great deal of thought put into it.

There are many non-player characters you can stumble across at various points and a host of mechanics will do their best to relieve your body of various limbs.

What really lets the game down though is the completely ridiculous disk access time which, to be quite frank, is nothing short of disgusting.

Unless you have a hard disk your game playing time is going to be spent getting very annoyed with the various quirks of the file management system.

Overall this isn't bad, but in the competitive world of modern RPGs, I'm not sure that this will really be able to stand up for itself.

£29.99 OUT NOW (IMPORT)

X-RATING: XXX

Gameplay: 15/20
Lastability: 16/20
Presentation: 10/20

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CONSOLE CONNEXIONS



Do you remember Tweezy, the little robot that went "biddibiddibiddi, what's up, Buck?". Well, if you're lucky you might see him in EA's latest product, Buck Rogers. If not how do you fancy your chances in the Winter Olympics? Check out Winter Challenge from Ballistic.

MORE LYNX PREVIEWS

Back in issue 38 of *Games-X* we previewed some of the latest Lynx titles, but now we can exclusively reveal details on the next 15 titles to appear on the Atari hand held.

First to emerge is **Hockey**, a superb sim that manages to recreate the action violence of the real thing.

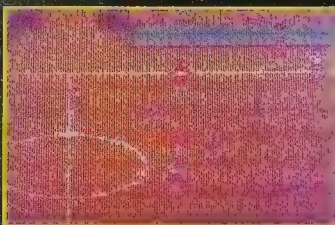
It features digitized shots between each third of the match, as well as some of the biggest sprites you're ever likely to see on the Lynx - so big in fact that you have to hold the Lynx vertically to play the penalty shoot-outs!

BRAWLING IN THE STREET

Next is **Basketbrawl**, a cartoon-style street basketball game with a touch of fighting to spice things up. At the moment it's looking very colourful with extremely hectic action!

Lynx Casino is another of the releases due in the second quarter of this year. Here you are given a wad of cash to go and gamble on the various tables around the casino.

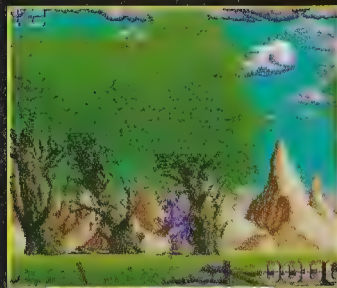
There are four games to play: video poker, craps, black-jack and slots. Although still in development,



World Class Soccer is looking good and promises to be a sure fire hit like the other football sim due to appear Manchester United Europe.

LEMMING FEVER

In very early stages of development is both **Lemmings** and **Shadow of the Beast**. Lemmings is looking superb on the Atari Lynx but we'll be able to tell you more about it when the control method has been perfected.



As for **Shadow of the Beast**, Psygnosis' mega game is almost perfect on this smaller machine, and the conversion team has managed to squeeze in a mass of parallax levels to make it even more visually impressive.

SWITCHBLADE REVISITED

Switchblade 2 is due to appear in the third quarter of 1992, and is looking identical to the 16-bit computer versions in virtually every detail - only smaller!

The game will feature all six levels and will most likely use the same maps. Also due for an imminent release is **Rod Ace**, an Obliterator-style game set in the future.

Grab your blaster and get ready to become one of the Universe's toughest space marines in this corker.

That's all for now, but see next week's issue of *Console Connexions* to find out about all the latest news for your Atari Lynx.

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TOKI



You've probably all heard of how Toki's girlfriend was kidnapped by an evil sorcerer and how Toki, once a handsome young boy, was mutated into an ape.

Now he's out to rescue his girlie and hopefully restore his human looks by defeating the wizard in question.

Toki may be an ape, but thanks to his transformation he can now spit balls of fire in any direction, useful for destroying even the hardest opponent.

Toki on the Lynx is a conversion of the successful coin-op and is visually every bit as good as the 16-bit version.

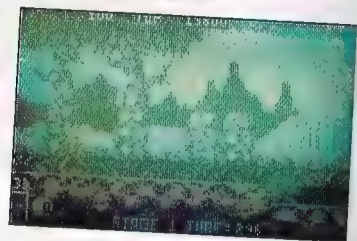
IT'S AN APE'S LIFE!

Beginning in the jungle, your quest will take you through dense forest, dank caves and across mountains. You'll be attacked from every angle by the various beasties haunting each level.

The most common bonus increases the power of your shot and you'll soon be firing two-way fireballs or, if you're lucky, collect the flamethrower.

Remember to keep an eye on the clock, because the power-ups only last for a short amount of time. Other awards include coins which you can pick up if you shoot the flying creatures. A certain amount will gain you an extra continue.

Your resilience is pretty naff and one shot from a nastie will see off one of your limited lives. At the end of each level a carefully thought out attack strategy is required in order to beat the guardian.

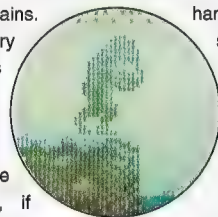


Toki on the Lynx is excellent, mainly due to its sheer playability. The Atari hand held version is superior to some of the console versions and is both visually and sonically outstanding.

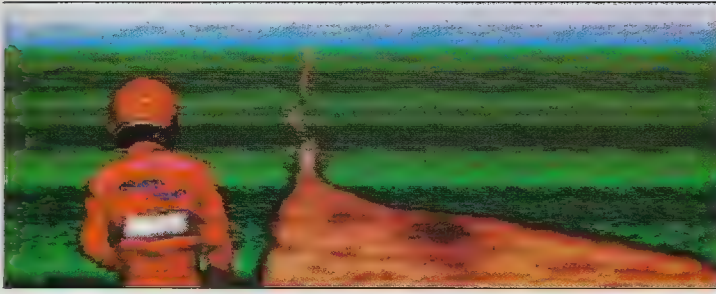
The tiny sprites are clear and well animated with equally impressive guardians.

If Toki is anything to go by,

Lynx users are in for one hell of an exciting year! **X**



GAMEPLAY	0 5 10 15 20
LASTABILITY	0 5 10 15 20
PRESENTATION	0 5 10 15 20
X-RATING:	XXXXX



THRASH RALLY

Ooh! I just love driving games, especially overhead ones, so you can therefore appreciate how excited I was when Thrash Rally arrived in the office.

This is basically two games in one because you can either choose to race in either a six stage interpretation of the Paris to Dakar rally or participate in seven individual races set in various places around the globe.

WHICH DO YOU FANCY?

Races are set over a certain number of laps that increase as you advance further through the season.

You start off by doing three laps of a circuit in Monte Carlo and then progress through Kenya, Greece and Iceland as



the races gradually become more and more difficult.

There are six cars for you to choose from here, each with their own individual characteristics, making your decision a fairly difficult task.

When you attempt the Paris to Dakar there will be three more vehicles to choose from: a truck, a motorbike and a sand buggy. These are also unique in how they handle,



Actually the road is that grey bit in the centre so God knows why I'm heading towards that cliff on the right! Maybe it's because I'm a drunk driver!

accelerate and survive over extremely long distances.

Each stage has a set time-limit and whatever time you have left over at the end of each will add onto the next. It follows that the fewer obstacles you hit the further you will be able to get in the game.

The desert roads that you race along are covered with various hazards such as elephants, hay bales and cows. Hitting animals during the course of a race will severely slow you down and lose a bit of time in the process.

As you'd expect on the Neo Geo

everything here is of arcade quality.

The graphics are excellent with smooth fast scrolling and superb sound effects that fit snugly into the game.

The various accompanying up-tempo tunes are also great to listen to and don't strain your ears in the slightest.

Sadly this is all hampered by the ease at

which you can complete the game.

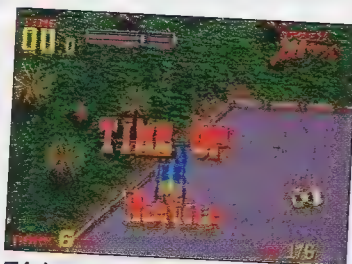
Nevertheless, with an assortment of vehicles for you to try I can't see it dying off too quickly. Otherwise this is one of, if not THE best game I've played on the Neo Geo to date.



It seems a bit unfair when you choose to drive the truck due to its immense size



There are loads of different vehicles for you to choose from and each has its characteristics that need to be taken into account before playing



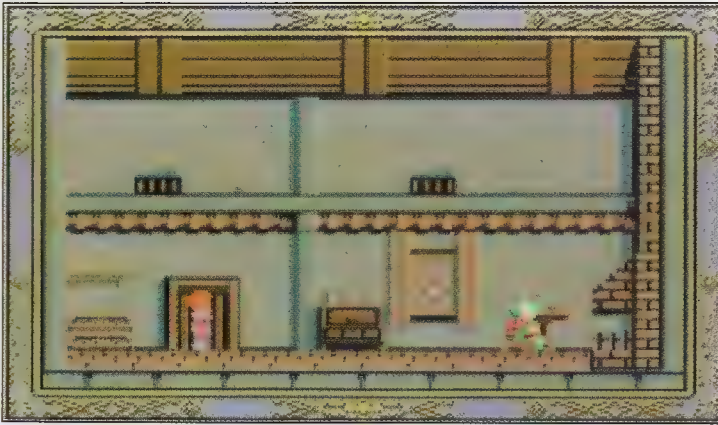
This is an example of how to make the player swear a lot. But never fear because there are a few continue options for you to use

GAMEPLAY 	PRESENTATION
LASTABILITY 	X-RATING: XXXXX



Foot to the floor as you bum away from the starting line, you'll have to get up some speed before that first straight or you might as well forget about winning!

WANDERERS OF Y'S III



This poor old woman has suffered the loss of her son, can you find him?



Upon arrival at Redmont our two travellers receive a happy greeting from the guard at the gate. He then fills you in on what has been happening of late...



Dogi and Adol are two wandering warriors who will help anyone in trouble they happen to encounter, rather like the guys in The A Team really!

This game follows their steps on returning to the village of Redmont, a place in which Dogi has formerly lived and worked.

Rumours have been circulating about strange monsters terrorising the village who have, additionally, created another poor harvest for the population.

As you can probably imagine, the villagers are in dire need of some heroes.

The game starts with the duo arriving at the village gates where they hold a very quick conversation with the guard stood there.

You control Adol as he wanders around the town finding out information about what has been happening



while also spending his cash on weapons and magical items.

This part of the game is in the style of an adventure game but the rest of the quest deviates from this route.

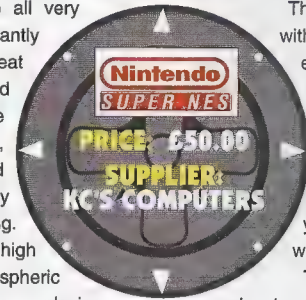
After a while it will turn to more of an arcade-style romp with a sort of platform beat'em-up.

DOWN IN THE DEPTHS

Here you, armed with a sword, if you remembered to buy it, roam around a labyrinth of caverns looking for one of the village elders who is trapped down there.



Searching for the end of that elusive slug trail



The graphics are all very simple but brilliantly executed with great looking backdrops and smooth scrolling. The sprites, although small, are very well animated and walk realistically enough to be convincing.

Sound too is of a high standard with atmospheric tunes and effects playing throughout. These all fit the action perfectly and can't really be faulted.

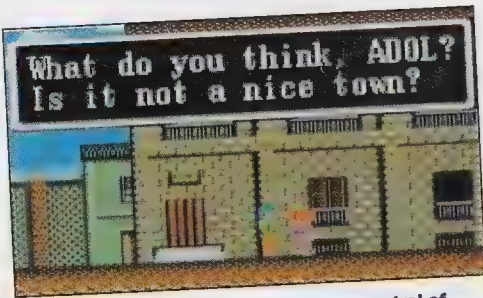
The difficulty level is perfect with progress being easy enough but never simple despite getting too difficult all too soon.

The first guardian you'll encounter is so unbelievably hard that you'll soon get annoyed with the game.

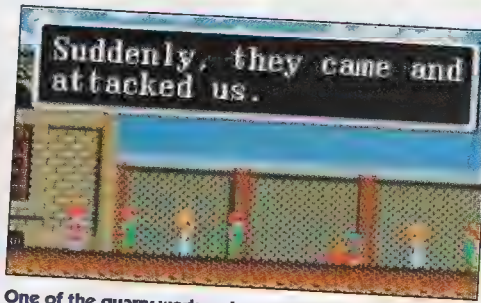
This is a good arcade adventure that just falls short of a great mark mainly due to the incredible difficulty level.



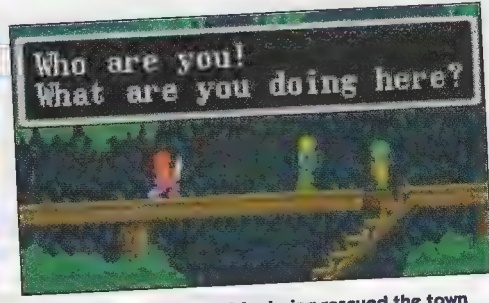
The armory is where you buy, er, arms. But thankfully not of the fleshy kind!



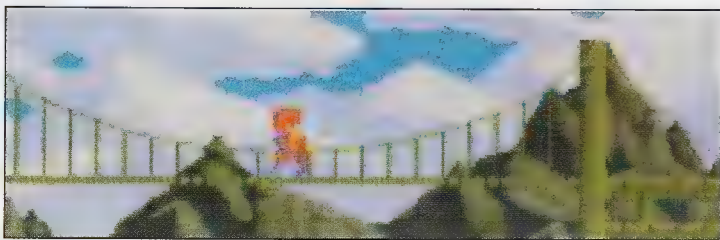
This is where you finally get to take over control of Adol as soon as Dogi goes into the inn



One of the quarry workers has arrived back panting and blowing because the monsters have been attacking

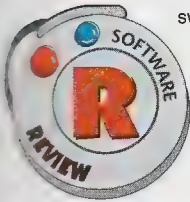


Never one to be thankful for being rescued the town elder shoves you out of the way and runs off again



Cor, isn't that view gorgeous, not to mention a bit on the majestic side!

GAMEPLAY 	PRESENTATION
LASTABILITY 	X-RATING: XXXXX



Buck Rogers is a swashbuckling space hero who speeds through the galaxies, kissing babies and being a general all-round nice guy.

However, duty calls and Buck, needed by thousands of frightened people, must rescue the odd planet or two.

You don't actually play the part of Buck himself but you can, if you're successful, gain the fame and fortune Buck has by completing a series of space missions.

BODY BUILDING FUN

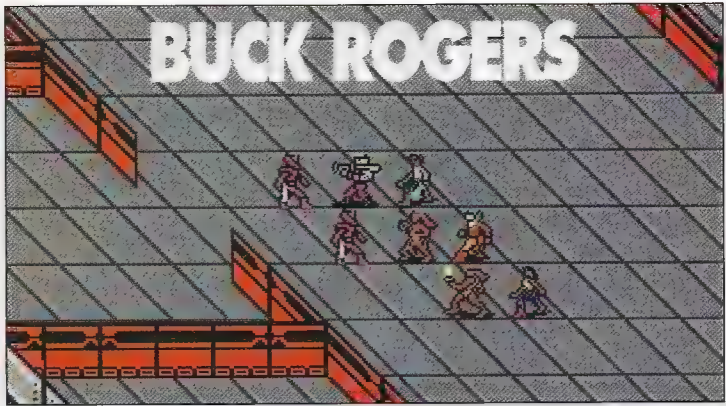
You control a team of six star warriors, all part of the elite Neo force. You design the party yourself and must determine the race, sex and also the profession of each character.

You may either be human, a desert runner or a tinker and can choose from the role of a rocket jock, warrior, medic or rogue.

You then 'roll' the statistics of each player, thus determining both their physical and mental characteristics.

Once created, the team is ready for the quest ahead, but remember to save the game in one of four slots

SEGA MEGA DRIVE
 PRICE: £49.99
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Having deactivated the destruct sequence, your team is attacked by Martians

before you embark. You are cast into the action straight away.

Your base comes under attack from the hostile Terrines. They've captured the missile control room and have disengaged the



planetary defence system so their attack force has a clear run in.

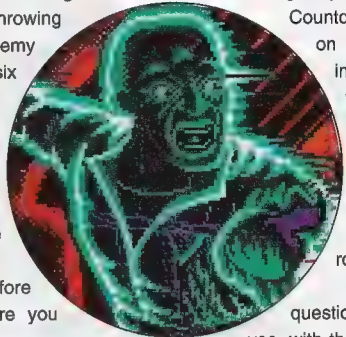
It is your job to guide your party through the base, which is now crawling with aliens, and then defeat the squad guarding the missile console. Firstly you must locate the

room, then kill the half dozen or so aliens lurking in wait. When done, a lone technician will attempt to destroy the control panel and render the equipment useless, so you must act quickly to stop him.

And so the game continues, throwing every possible alien enemy at your small party of six brave heroes.

Not only will you have to master the art of ground combat, but starship battles play a huge part in the game as well.

It is therefore advisable to make sure you



GAMEPLAY
 [Progress bar 0-20]

LASTABILITY
 [Progress bar 0-20]

PRESENTATION
 [Progress bar 0-20]

X-RATING:
XXXXX

create a team in which every skill is catered for, from a gunslinging warrior to a skilled rocket pilot.

SPARRING ABOVE AND BELOW

I originally saw Buck Rogers: Countdown to Doomsday on the Amiga and was impressed with that version, but I must admit I was a little sceptical as to whether the Mega Drive could handle a full-blown SSI role-playing game.

The answer to that question is a resounding yes, with the MD cart being one of the best RPGs I've had the pleasure of getting my hands on.

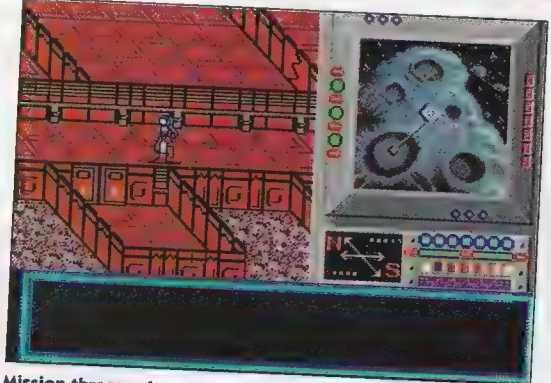
The game is so playable and addictive that you won't even think twice about complaining about the presentation which, like most RPGs, is pretty simplistic.

The hours spent trying to defeat the Terrines will detract you from the basic visual look. The sound is a tad annoying, comprising of sound FX and a nauseating tune, but this is nothing the volume button cannot solve.

On the whole, another superb product from EA and SSI, a must for RPGers. **X**



Buck Rogers also includes starship combat where you must lead your team to victory by destroying the enemy cruisers



Mission three and you have to enter the asteroid base of Ceres and locate the children found there

CONSOLE CHARTS

LYNX TOP 10

- 1AWESOME GOLF
- 2VIKING CHILD
- 3NINJA GAIDEN
- 4WARBIRDS
- 5BLUE LIGHTNING
- 6XYBOTS
- 7HARD DRIVIN'
- 8CALIFORNIA GAMES
- 9RYGAR
- 10CHEQUERED FLAG

CHART SUPPLIED BY GAME
 SEE CHART PAGE FOR SYMBOL KEY



Fighters scream in low from the North. Control towers collapse in balls of crimson flame! Your officers are down and the other recruits are fleeing. You have been thrust headfirst into a raging battle!



WINTER CHALLENGE



Oh my gosh, sliding down a tunnel on a tin tray is snow joke!



What better time to release a winter sports game than around the time of the Winter Olympics.

You may well recognise Winter Challenge since it was originally reviewed in issue 30 on the PC, but now the Mega Drive version has arrived and promises to be every bit as good its predecessor.

Winter Challenge comprises of eight different events: the luge, downhill skiing, cross-country skiing, bob-sled, speed skating, giant slalom, biathlon and ski jump.

The luge is a death-defying version of the bob-sled, where a single man sits on a tin tray and zooms down a tunnel of snow at speed of up to 100 miles an hour.

TALLY-HO!

All you have to do is ride the slopes to get the best possible speed. Downhill skiing is pretty self-explanatory, throwing you on a steep mountain and then leaving you to negotiate the hazardous course ahead.

Next is cross-country skiing, a test of endurance and stamina as well as speed.

You must pace yourself



carefully in order to earn the fastest time. Hit the bob-sled for the fifth event, a two man team event. Here you sit in a small metal car and, like the luge, speed down the banked course using your body weight to steer the sled and ride the curves.

Speed skating is a fast and furious event. By tapping the pad furiously you build up speed while the D-pad must be manipulated to stay on the course.

SNOW WEAVING

The giant slalom is next, pitting you against a steep mountain course and 41 gates through which you must weave. Miss one gate and it's back to the beginning.

The biathlon is perhaps the toughest winter Olympic event. You need total control over your body so as to use your energy to speed around the



Tap those buttons as fast as possible to gain speed and steer with the D-pad

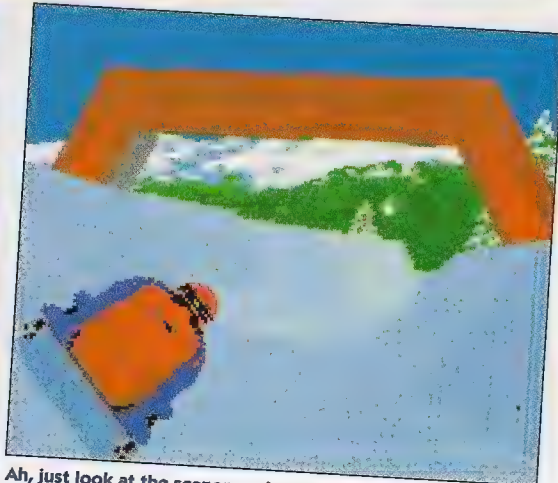
challenging course. You then have to stop to level your rifle in order to shoot the four targets around the track.

The final event, the ski jump, is a death-defying leap off the end of a huge snow covered ramp.

Winter Challenge is great, featuring eight of the most exciting Olympic events on a single cart. The game is graphically first-class with slick vector snow-scapes and large sprites that are animated well.

Admittedly, the scrolling does slow down noticeably, but thankfully it doesn't make a great deal of difference to the overall enjoyment.

The game is quite hard, but then again, that's probably why it's a Winter Challenge! Guaranteed to keep up to 10 players amused for hours – look out for it. **X**



The giant slalom is a difficult event – miss a gate and it's over

Ah, just look at the scenery as it speeds past at 100 mph

GAMEPLAY	
LASTABILITY	
PRESENTATION	
X-RATING:	
XXXX	

ADVENTURE ISLAND III PLAYER'S GUIDE PART 2



Yes, you've been waiting all week for this and now feast your eyes on the second part of the Adventure Island III player's guide. Starting at the beginning of World 4, we'll take you right to the end...



WORLD 4.1



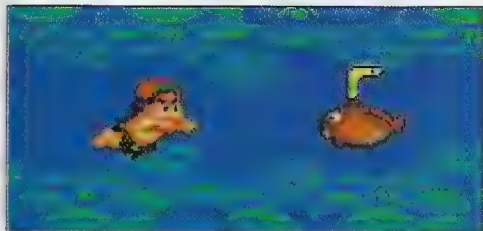
The parachute goons present the biggest problems here. Let them reach the ground and they'll breathe fire at you. Watch out for the shielded guards

WORLD 4.2

The skull creatures are tough and need two hits before they die. You need to use the big jump (press down then jump) in order to scale the rocks quickly. Time is once again short on this scene



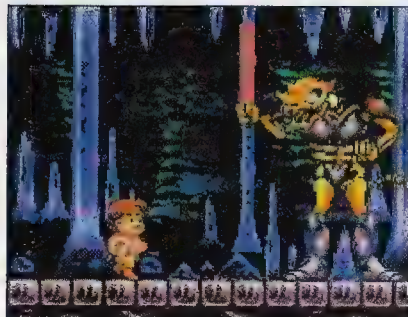
WORLD 4.3



Use the boomerangs for most of this underwater section because you can fire up and down freely. Switch to the axes just before you reach the guardian

GUARDIAN

This beastie may look tough but is easy to defeat when you know how. Make sure you're armed with the axes and wait for him to walk towards you. When he stops, back away a little, and he'll strike with his sword. While he's swiping, do a big jump and let fly some axes. They should hit his head and the monster will crumble. Repeat four or five times and he'll soon give up



WORLD 5.1



Watch out on this snowy level - you'll slip everywhere. Much the same as the previous stages, although at the beginning the penguins are pretty tricky without a weapon because they come from behind a couple of times. The skateboard is about but in fact is not particularly useful

WORLD 5.2



You'll be cast in darkness apart from a small circle of light. This stage is easier than it looks because you can actually see the oncoming nasties shining slightly in the darkness. The tricky bit consists of a series of spikes found just past the halfway mark

WORLD 5.3

If you've got a decent weapon, great, if not, panic. The main thing is to keep your cool. If the monsters get too close, turn around and give yourself some space before firing away. The first part is simple but you'll need to master the big jump for the second part. There is a bonus stage on the second half, near the two pieces of fruit on the right-hand side. Killing the blue dragons' heads is easier with the boomerang

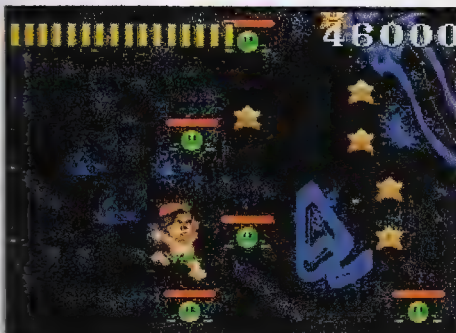


GUARDIAN



This guy is tough, so beware. The little hooded guy will either run towards you, so simply jump out of the way, or will spit stone balls at you. Keep calm and you should be able to avoid the rock spell. Fire at him as much as possible and he'll die, but then reincarnate as a huge pink demon. This pink nastie bounces around the scene so make sure you don't get trapped underneath. Fire like hell at this weak head to injure and eventually kill him off

BONUS STAGES




The bonus stages are easy - simply direct the hero from one platform to another, collecting the stars and bonus icons as you go. If you manage to collect all the stars, an extra life will appear just before you exit the level - try to collect it before leaving the bonus stage



I'm surprised no one has sent in the Baby Jo codes before now, still, never mind, you'll find them in here somewhere. Please, please, please send us lots and lots of cheats. Make 'em good, make 'em short and make 'em snappy and send 'em to **Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.**

SLY SPY
 - OCEAN


To attain infinite credits enter your code number as 007 and then during the game type **SHAKEN NOT STIRRED**. There you have it! Easy peasy or wot? Thanks to Jimmy Smith from Huntingdon for that.



BABY JO
 - LORICIEL

Those of you having a few problems getting further in this cutesy little platform romp will find these level codes particularly useful. They are as follows (cue drum roll and fanfare)...

MUMMY
 GLOUP
 YOUPI



PRINCE OF PERSIA
 - NINTENDO GAME BOY!

Edward Broughton from London is a particularly clever chap. Would you believe that he managed to complete the Game Boy version of Prince of Persia in 3 days? What a clever person.

Being a considerate chappie, dearest Edward sent us all the level codes...

LEVEL 2: 06769075
 LEVEL 3: 28611065
 LEVEL 4: 97115115
 LEVEL 5: 52006105
 LEVEL 6: 41305135
 LEVEL 7: NO CODE
 LEVEL 8: 63906695
 LEVEL 9: 12800785
 LEVEL 10: 23430454
 LEVEL 11: 97734444
 LEVEL 12A: 52622574
 LEVEL 12B: 41121564
 END LEVEL: 77027514 - tongue sarnie time!


CASTLEVANIA
 - NINTENDO GAME BOY!

To get yourself a useful extra life ignore the first torch that you find but give every other torch in the level a mighty whack and you will soon find that one of them is hiding a 1-Up! Yippee!

Thanks to some strange deranged chappie calling himself Fantom for that one (wally can't even spell)!



DRAGON'S LAIR II:
PC TIMEWARP
 - READYSOFT

If you want to watch the whole thing as though it were just a rolling demo, type in **GET MODROC DIRK** and the thing should start up all on its own. Just swap the disk at the prompts.



JAMES POND 2 - ROBOCOD
 - MILLENNIUM
 SEGA MEGA DRIVE

Ever wondered where the secret rooms are? Well, all you have to do is run right (jump over both doors) and then climb up the tower so you end up on the roof. Move left and you'll end up moving behind the wall of the next tower. There you have it!

Despite mixed feelings about this game at first, everyone now believes it to be a cracker. Can you defy the laws of gravity and stop the evil Dr Devious from turning Earth into a cube? We give you a guide to some of the harder levels...



LEVEL 9



Looks can be deceiving and this level is actually unbelievably easy. All you have to do is wait for the bonus items to fall from the top of the screen and collect as many as possible to fill the top row of squares. Then, voilà, some Russian architecture will appear before your eyes

LEVEL 12



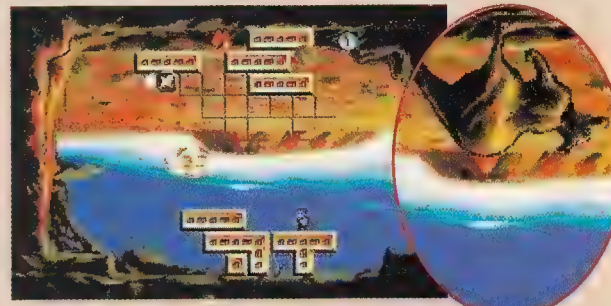
This level is fairly difficult to complete in that the two blocks on the far right have to be positioned in the correct order. Throw the long one down first, followed by the smaller one. Once done, run over to the left, position the head, and Nessie will appear

LEVEL 13



Remember that you can stand on the blocks and pull them at the same time. This comes in very useful here when getting the top two blocks into position. Stand on them facing the top of the screen, pull them down one move and into the centre of the screen in one move. All that now remains is to shift the bottom two into position

LEVEL 15



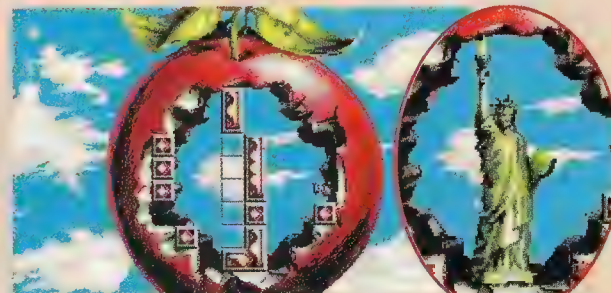
This one is slightly off-putting due to the fact that everything is upside down, (not that it matters). If you go anti-clockwise you'll probably die every time so go the other way and throw all the blocks you find there upwards in the same pattern to succeed

LEVEL 17



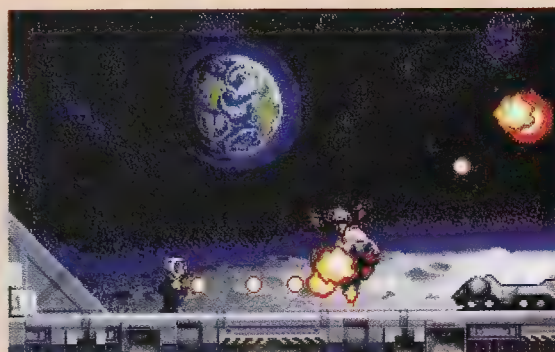
This is certainly not as easy as it looks; mistakes are dead easy to make and one can completely cock up your chances. All you have to do is drop the blocks through the two holes and then position them at the bottom. To complete the level make sure that you place the highest one first and then drag the last into place

LEVEL 18



There are two possible ways to complete this level but this is the easier solution. Fill all the squares you can straight away, which should leave still two to fill, and then just wait around for two of the block filling bonus items. A lot of patience is required

LEVELS 19 AND 20



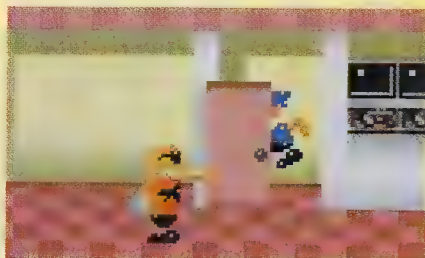
These are the levels where you'll have to kill a flying Denis Norden! If you have an autofire joystick then use it here to render things easier. Just jump up and down firing constantly, while remembering to avoid the bombs

Bonanza Bros was very popular on the Mega Drive, and now, thanks to US Gold, the release of the Amiga version means many more of you are able to enjoy this little platform romp! Read on for a guide to the basic tactics of play...



SEGA
MEGA DRIVE

LEVEL ONE



In this first level one of the most effective ways of nobbling the guards is to trap them behind the doors. You've got plenty of time so hang around and wait!



The guards with the riot shields take a little getting used to. Wait until they turn around and then stun them by zapping 'em in the back



In a situation where there are multiple guards, hide around a corner and then jump out diagonally behind them to stop yourself from being seen

LEVEL TWO



Beware the sleeping guards! There's usually the odd coke can hanging around, so make sure you jump over it! Failure to do so will result in you on your bum, and the guard waking up!

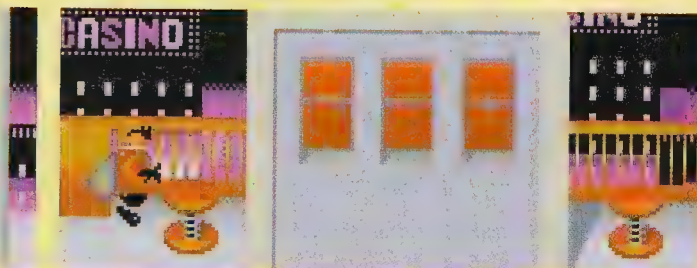


After getting all the other items (use the map to plan your route), jump up on the rope slide, crash through the wall, and dash to the exit

LEVEL THREE

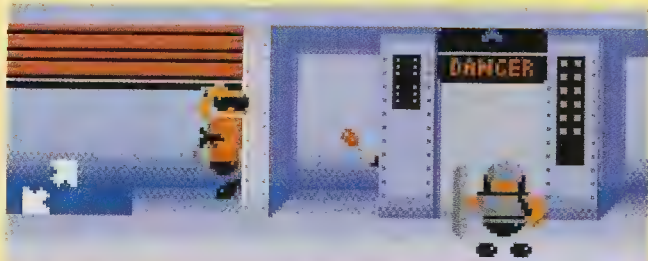


Use the steps between levels strategically. The guards cannot see you until your head is clear of the floor. Plan your route and then jump out behind the guards

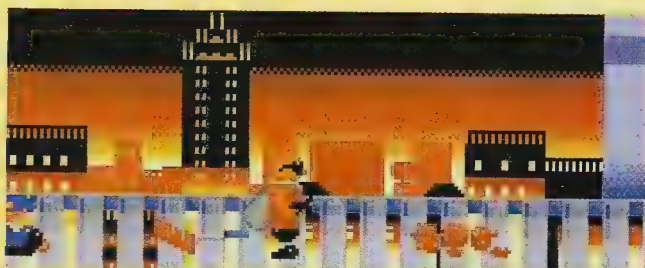


The springboard is the only way of moving across the building's roof. DON'T land on any guards or you'll end up dropping all your treasure. Watch out for the big guy with the beard!

LEVEL FOUR



This level is occupied by riot guards only. You have plenty of time so hide a lot before leaping out behind the men, zap them and then move on. Shooting from a great distance is a safe way of doing things!



Watch out for the dog and the rake on the top bridge. The rake will stun you but the dog will relieve you of a life. To the left of this point there is a large bearded guy protecting the guards. Zap him and then move quickly!

LEVEL FIVE



The initial part of this level is automatic – just sit back and watch!



The guards and the dogs in this level prove to be very resilient. Use the map wisely and try to plan a route where you will encounter the least number of opponents. Travel along the shortest possible sections of floor

LEVEL SIX



As before, use the stairs as hiding places. The guards are considerably more intelligent on this level and will actually gang up and chase you. Watch for the exclamation marks above their heads and then run!



The big guy, as throughout the game, will always try to protect the guards. Blast him very quickly and then hide until you see the guard's back. Then zap!

LEVEL SEVEN



Some of the robots can be used as really great hiding places! Just stand next to one and, hey presto!



Don't forget, you can still use the doors to crush the opposition! Wait around until they get really close and then, BAM!

LEVEL EIGHT

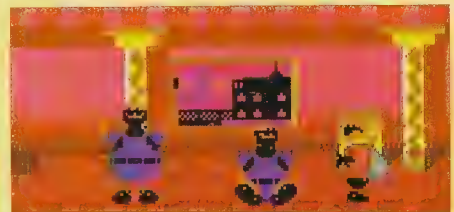


Here's a good place to remember that you are momentarily invulnerable when you pick up an item of treasure



There are two guards keeping vigil over the exit here. One has a club, the other a gun. Move very close, shoot, and then jump diagonally to get to the steps

LEVEL NINE

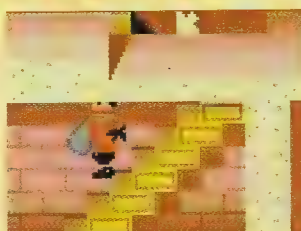


Here you find two of the big lads guarding the treasure – GULP! Shoot really quickly and don't give them a chance to lob their bombs

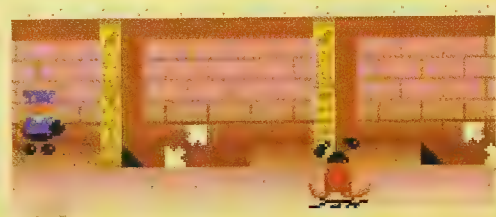
LEVEL TEN



The complicated layout of the rooms means that you have to think ahead when planning your route. There is a lot of treasure to collect and the rooms are often only accessible from a single stairway



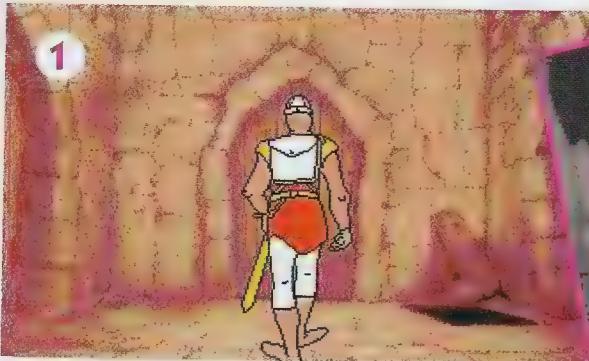
Getting all the way to the top requires a bit of thought!!!



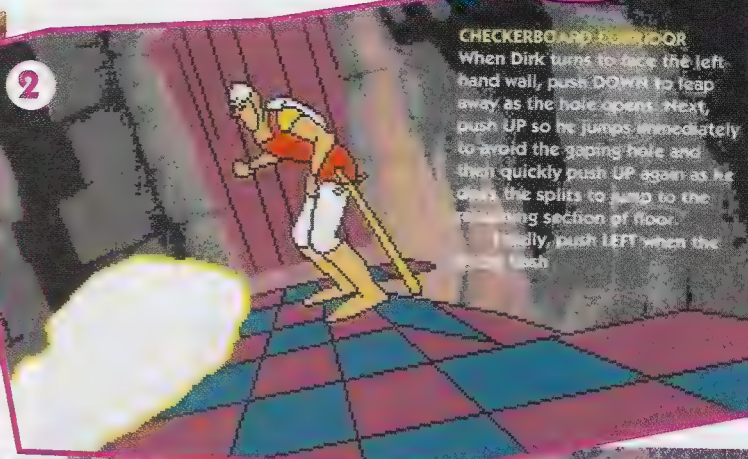
Watch out for the trap doors near the exit. If you step on the indentation in the ground you will fall through to the room below. This wastes a lot of time, so be careful!

DRAGON'S LAIR II PLAYER'S GUIDE

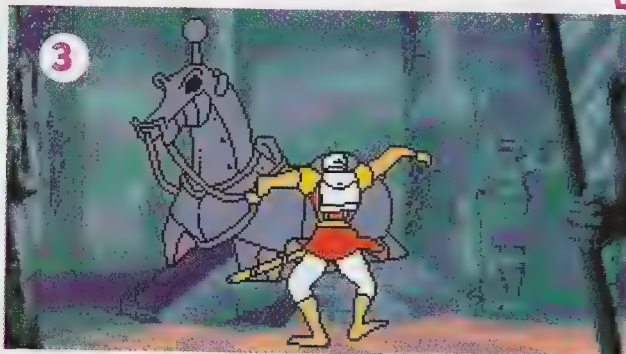
Yet another mighty player's guide from the pen of young Pete Davison, this time for the infuriating Dragon's Lair II: Escape from Singe's Castle. Following on from our Space Ace II guide we shall now show you how to complete the game from start to finish...



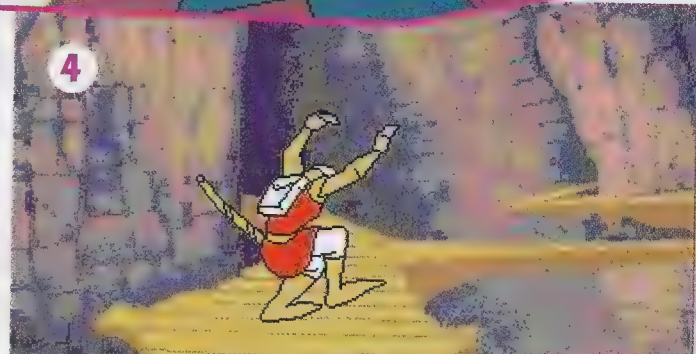
1
END OF CORRIDOR
Easy wheezy peasy! Just push RIGHT when the black chasm opens. you can do this any time you want, as long as you only do it once!



2
CHECKERBOARD CORRIDOR
When Dirk turns to face the left hand wall, push DOWN to leap away as the hole opens. Next, push UP so he jumps immediately to avoid the gaping hole and then quickly push UP again as he dives the splits to jump to the remaining section of floor. Finally, push LEFT when the hole flashes.



3
FLYING HORSE
As soon as the piccy changes, after Dirk has jumped on the horse, push RIGHT to avoid being frazzled. Next, when the piccy changes yet again, push LEFT very quickly to fly from the horse's back



4
LARGE WOODEN PLATFORMS
When Dirk lands on his first jump, push UP to make a jump for it. When Dirk leaps this time, push UP again to make him zip round the corner



5
THE SWORD
When the magic sword starts to glow, press FIRE to draw your sword. When it starts to move, push FIRE again (leaving the FIRE). Now, when the firey flames, press LEFT to dodge the firey flames.



6
SWINGING ROPES OF FIRE
When Dirk mutters "Uh-oh!" keep pushing RIGHT as his hands leave the ropes. Easy or wot?



7
THE LIZARD KING (HE CAN DO ANYTHING!)
As soon as the scene starts, push LEFT to leap away from the lizard's first blow. Next, as Dirk leaps, push LEFT to dodge another blow and fall into the corridor. The picture will now change - about halfway down the corridor, push RIGHT. The piccy should now change again - press FIRE to grab your sword, then push LEFT as soon as Dirk reaches the right-hand side of the screen. This will dodge the Lizard King's mace. Now, press RIGHT and then DOWN (leave about a second between moves) to avoid the King and then press FIRE to produce a nasty sticky gooey yucky mess

8

DUNGEON ROOM

As Dirk looks at the knocker and goes "Hmmm" push RIGHT immediately to avoid the big ugly smelly yellow thing that appears.

When the creature begins to move, push DOWN to duck and then after about a second, press FIRE to kill it



9

THE GOONS

After Dirk emerges press FIRE to dispose of the first Goon. Once he's dead push RIGHT to start up the steps. As the view changes push UP to climb further. When you see the top of the stairs, immediately push LEFT to escape!



10

JAVA FIELD OF MADMEN

When you hear the music, push DOWN straight away. As soon as you've done this the piccy will change... (dramatic pause) now, as Dirk is about to jump, push RIGHT to help him along his way.

When the piccy changes again, push RIGHT to run away (what a wimp!). As he does this the piccy will change yet again, this time to the stone bridge...

Just before Dirk leaps the geyser push UP to make sure he lands on the bridge. Now push LEFT and then RIGHT to leap into the cave



11

ENTRANCE TO SHAPESHIFTER'S DEN

When the portcullis drops, push DOWN to jump back. No picture for this one, the scene only lasts about two seconds - you'll know it when you get there!

12

MIRROR IN CASTLE CORRIDOR

When your reflection changes shape, simply press FIRE once to kill it. Don't wait too long 'cause the reflection tends to get a wee bit on the large side!



13

SKELETON GROUNDS

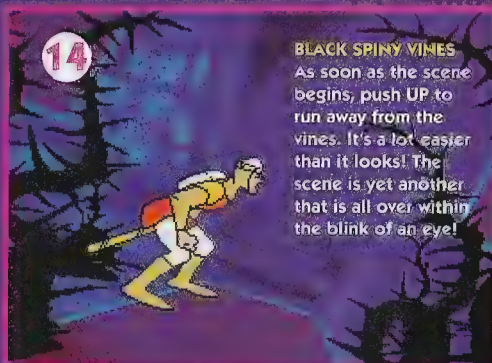
When Dirk looks left, push RIGHT. Next, with about two seconds between each, push UP, LEFT, RIGHT. The hands appear very quickly so you'll have to keep your wits about you. Once you've avoided the last hand, Dirty boy will dash up the corridor in the middle of the screen



14

BLACK SPINY VINES

As soon as the scene begins, push UP to run away from the vines. It's a lot easier than it looks! The scene is yet another that is all over within the blink of an eye!



15

SHAPESHIFTER'S DEN

This one's a toughie and is guaranteed to annoy you even though you know the correct moves. Timing is more important than at any other point in the game. A big hint here is to save your game as soon as you enter the room!

Here goes...

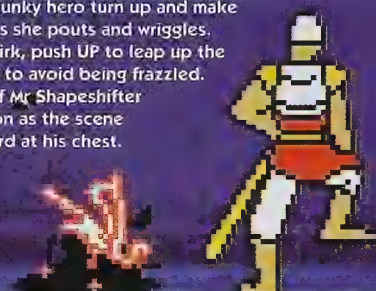
When the scene starts, push RIGHT to dodge the power blast. Dirk will now blow to the right, so push LEFT to stop him.

You will now see Daphne being particularly buxom and girly. She will squeal with delight as she see's her hunky hero turn up and make some suitably pathetic looking gesture as she pouts and wriggles.

When the picture changes back to Dirk, push UP to leap up the steps. As the scene changes, push RIGHT to avoid being frazzled.

The scene now changes again to a view of Mr Shapeshifter himself. Push UP to approach him. As soon as the scene changes again press FIRE to lob your sword at his chest.

All being well he should now perish horribly



AND THAT'S IT! YIPPEE!!! YOU CAN NOW DASH OFF INTO THE SUNSET FOR A BAG OF CHIPS, A QUICK SMOOCH AND HOME IN TIME FOR MR BEAN!

ANARCHY

**SIZZLERS £7.99
OUT NOW 16-BIT**

Defender was a classic game and possible the first sideways scrolling shoot'em-up. This was given the Psygnosis treatment about two years ago.

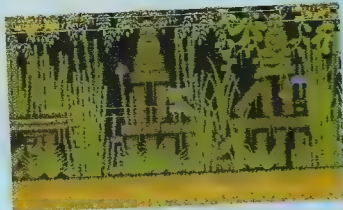
Instead of rescuing humanoids, here you have to save special pods lying on the ground. You control a high-speed fighter craft and the game scrolls in both horizontal directions with smooth parallax.



However, you are not alone in the night sky, for there are thousands of small aliens

hampering you as you fight to save the pods.

Should any of these touch you then your energy is reduced a little. When your energy bar reaches the bottom then you are dead and will have to start over.



Graphically this is excellent with well drawn sprites and great looking backgrounds. The sound too is extremely good with plenty of blasting effects and explosions.

Sadly the game does take a little getting used to and most people will give up on it after only a couple of tries.

X-RATING: XXXX

BUDGET

RECOMMENDED

As before here is a list of the top five good games available now on budget.

1. STUNT CAR RACER - KIXX £7.99
2. FIRST DIVISION MANAGER - CODEMASTERS £7.99
3. POPULOUS - STAR PERFORMERS £9.99
4. SHUFFLEPUCK CAFE - RESPRAY £7.99
5. NITRO - SIZZLERS £7.99

OPERATION THUNDERBOLT

**HIT SQUAD £7.99
OUT NOW 16-BIT**

Without a doubt, Operation Wolf was a smash hit. It therefore comes as no surprise to find a sequel being released.

Thunderbolt, viewed from your eyes, is basically more of the same with hoards of terrorists running at you while trying to kill you. This time you are playing alongside a friend as you try to rescue hostages aboard a hijacked airliner.

As before, there are plenty of great graphics and sampled speech to feast your eyes and ears on; the speech in particular is



very impressive indeed. Sadly, as is the case with most games like this, gameplay becomes a little monotonous with the first level lasting for far too long.

This is a good blasting game but not the best, and so I would recommend you saving up for SpaceGun instead!

X-RATING: XXXX

ULTIMATE GOLF

**GBN GOLD £9.99
OUT NOW 16-BIT**

Golf games are always great sellers and seem to be getting better all the time. Ultimate Golf was Gremlin's attempt at the sport and is perhaps the most accurate and complicated version.

There are two courses on the



disk with the option to load new ones off a data disk also included. You can select to practice one of these or take part in a two to four-player tournament.

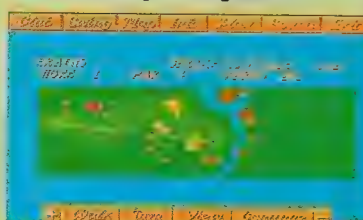
The sprite is large and extremely well animated and the actual holes themselves are shown perfectly using a 3D landscape designer that draws each fairway in front of you.

Don't worry, this doesn't take

long and getting around all 19 holes takes no time at all.

Soundwise the game is fairly silent apart from a title tune and various, realistic spot effects. So, as you can tell, what there is to listen to is more than adequate.

Sadly it's let down by the long thinking time of the caddy and the over difficulty for beginners.



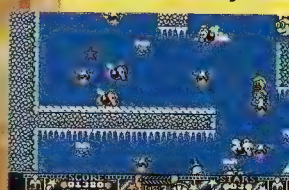
X-RATING: XXXX

EDD THE DUCK

Edd the Duck is a very popular with the young ones, so a computer game was inevitable.

What we have here is a platform game plain and simple. You play Edd roaming around the various sets at the BBC studios, the aim being to make nine entertaining programmes ready for Edd's new series.

Littering all the areas are loads and loads of nasty little



X-RATING: XXXX

T BONANZA

RAINBOW ISLANDS

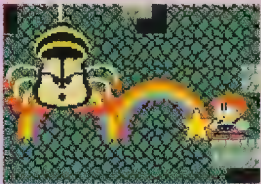
HIT SQUAD £7.99
OUT MARCH 16-BIT

No matter what is said in this review I know you're all still going to go out and buy it! Why do I bother?

This is the sequel to Bubble Bobble and is a highly original platform game in so far as it is the first platform game in which you actually make your own platforms, which in turn take the form of rainbows, hence the title.

You control Bub and your aim is to get to the top of each level, killing nasties and collecting coloured diamonds as you go.

The graphics are superb - very basic and nearly as cute



RATED



as Rodland. All the enemies have smiles on their faces throughout and the tune, if a little annoying, is a perfect rendition of 'Somewhere over the Rainbow'.

Anyone who doesn't buy this game at its new bargain price will need to have their head inspected closely by a trained psychologist.

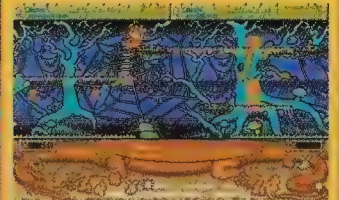
X-RATING: XXXXXX

ALSO-RANS

SPELL BOUND

SIZZLERS £7.99
OUT NOW 16-BIT

A platform game which has above average graphics but is sadly lacking in the gameplay department despite there



being an added bonus in the two-player mode. One of the few rotten apples in the Psygnosis orchard.

X-RATING: XX

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

RESPRAY £7.99
OUT NOW 16-BIT

Accurate conversion of a not too impressive coin-op. Good graphics and a great tune but the gameplay becomes too hard far too quickly. Again, the two-player mode is a welcome addition.

X-RATING: XXX

STRIDER

KIXX £7.99
OUT SOON 16-BIT

Average platform shoot'em-up in which you play a warrior armed with a mighty light sword. Not awful but not great either. Still better than the very bad sequel though.

X-RATING: XXX

MOONSHINE RACERS

GBN £7.99
OUT NOW 16-BIT

Chase HQ was very bad and Moonshine Racers only just manages to better it. The graphics are awful, not to mention slow, but thankfully the sound is good. Oh, and the intro sequence is fun!

X-RATING: X)

THE UNTOUCHABLES

HIT SQUAD £7.99
OUT NOW 16-BIT

Sean Connery won an Oscar for his performance in the excellent film upon which this Special FX game is based. As film conversions go this is one of the best.

There are six scenarios in all which follow key scenes from the film. Each forms a complete mini game in itself and all are extremely well laid out with excellent presentation.

You start off by raiding a warehouse where you suspect liquor is being hidden. Here the aim is to kill 10 bookkeepers and collect evidence from them. Impeding your advancement are loads of Al Capone's henchmen intent on stopping you before you even get started.

Completion of the raid moves you onto the shoot-out on the



RATED



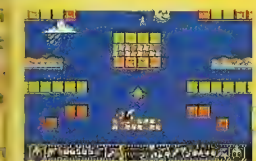
and running down the railway station steps, killing bad guys and stopping a baby from dying.

This is a highly addictive game and one that I recommend you buy, but be warned - the difficulty level is very high and only experienced gamers will be able to progress great distances. However, don't let this put you off buying it 'cause it is a very enjoyable game.

X-RATING: XXXXX)

THE DUCK

£7.99
OUT NOW 16-BIT



enemies that can all be stunned by using an infinite supply of snowballs, thereby allowing our hero to stroll past them unscathed.

Cute springs to mind when it comes to describing the graphics. The backgrounds too look good and don't distract.

Gameplay is very easy to master and any younger players who like to engage in a decent jumping romp will probably find it hugely enjoyable.

XXX)

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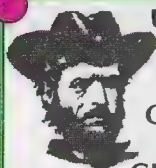
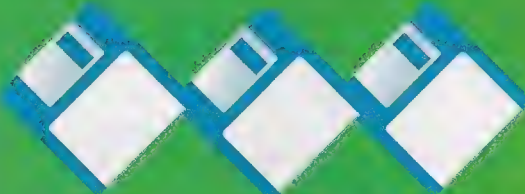
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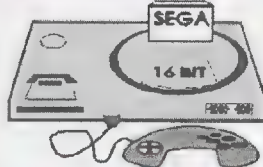
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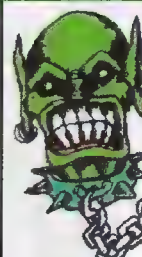
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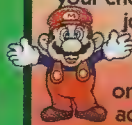
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IT'S THAT MAN AGAIN...

I have been reading your mag for some time now and over the last few issues I've noticed rather a lot of letters from a certain David Cockram.

He has been asking for free Amiga software and you just insult him. I think you should send him this month's top 20 games to make up for all the trouble he's gone to writing you so many letters.

David Cockram, Chinley.

Dr X: Geesh! There's no stopping you is there David? A groveller extraordinaire! Your letter was quite novel, but because it's you, hop it you slimy beggar!

Insults aren't good enough and, because Chinley isn't far from here, the Games-X chunky lads might just pop round. You have been warned.

MARIO IN A TIZZY

On Super Mario World on the Famicom how do you get to castle number six? I have rescued the eggs from the first five castles but I cannot progress past 6.3.

Whenever I finish 6.3 in the rocky landscape there is nowhere to go. Mario just circles three rocks and then returns to the same level.

The only place I can go is straight to Koopas Castle in the star world, but there's no point in trying to finish this because I would have missed the final two eggs from castles six and seven.

Your help would be appreciated.

Marc Loyeau, Witney.

Dr X: The problem is quite a tricky one. There are in fact two exits in level 6.3, before you get to castle six, and you've taken the most obvious one. Ensure that you have Yoshi the dragon, and preferably a cape, with one in store. Fly through the level you face, gobbling the blue turtles for power.



Progressing to the sixth castle is a piece of cake. Honestly, I don't know why you people can't use your eyes. A second signpost is difficult to miss, is it not?

When you reach the end, with the vine rising up, forget that exit and gobble the approaching turtle. Run and fly, by pressing button B, to the end of the screen, it's quite long, and you should come down on the far side of the goal posts. Jump over these and, bingo! Remember though, you've got to have Yoshi. Simple really, after all, there is a signpost. Feel daft? Good.

ANOTHER WORRY

Please can you help me on the game Another World because I'm very, very stuck on the first stage? I know I am supposed to kick away the squidgy worms, confront the beast and then run.

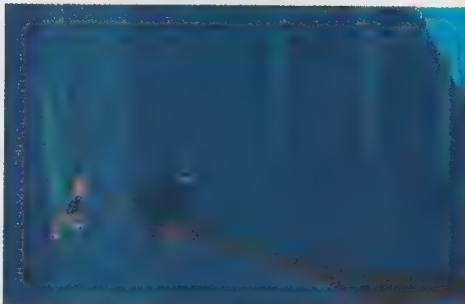
I've even tried this by just going to the beast screen and running to the vine,



jumping, then running back, but whatever I do the beast kills me. I just can't run fast enough. Is it me, or does this Lester guy run like a tart?

Adam Leeder, Staines.

Dr X: Yes, it is you. You're on the right track but you're so inept you've given up too soon and written to me. You ought to expect a good earbashing! If you're having problems here, heck knows what you're gonna do later!



Confront the beast, then run for England, leaping with great accuracy over the 'squidgy worms'. Leap on the vine and wait.

The monster falls off and you can dash back the way you came. You'll then be arrested. Gimme a break Adam and try playing the game in future.

A WASTE OF SPACE

I am completely stuck on Space Quest 4 on the PC. I've been to the Space Shopping Mall and have probably got all of the items needed. I got into the guard's time pod in the arcade and I've travelled back in time to SQ1.

I've got hold of the matches which I light the cigar with but I've not got the time pod code to return to Xenon. I have tried starting again to get hold of the code but it keeps changing and I don't want to do everything again so what can I do? My inventory is as follows: (blah! - X)

Ben Russell, Folkestone.

Dr X: You know what your problem is Ben, you obviously can't write. What's wrong with using pen and paper and making a note of the code when it appears? I can't tell you what it is, 'cause you've just told me it changes, div!

I'm afraid you'll have to start again from the

Dr X

I'm going through a Zen revival at the moment so I may not have a great deal to say while I meditate and contemplate the meaning of life as we know it. Excuse me while I charge up my powers of intuition and send in your queries for the future when I'm at one with my soul. Ommm... Write to: Guru-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP. This address is relative, a mere stepping stone on the voyage towards my inner self...



beginning, this time remembering to write it down. You may be using high technology but as in most games, a pad and pencil are vital equipment!

ROSES ARE RED, VIOLETS ARE BLUE...

Be my valentine! You make my heart flutter, ooh aah! You know it all. Dr X, let's make wonderful games together. (Phew! Hot stuff here - X.) Here's a poem:

Dr X is cool, Dr X is fab,
His magazine is great,
and not a bit drab.

He gives you good advice

For games you can't complete.

You will be so overjoyed

You'll be bowing at his feet!

I've sent you a chain, please wear it for me as your games magazine is the best in the world. And please would you be able to send me a Mega Drive? Sadly I didn't get one for Christmas. Your loving admirer,
Bronagh, Belfast.

Dr X: Cor! I never get valentines letters from my missus, nor poems, nor love necklaces for that matter, and she's a bit miffed now, I can tell you.

Bronagh, you sweet pea, I can't send you a Mega Drive at the moment. Why? Uncle X is a touch irate because no one sends him valentines, and he's still got the keys to the store.

I'll see what I can do, but I can't promise anything my nubile young fan with fancy stockings. You'll have to make do with my loving glare week in, week out.



ARCADE Extravaganza

I hereby present you with the latest instalment in our Arcade series. What can you expect to find in that new arcade that's just sprung up around the corner? All can now be revealed...

SPIDER-MAN: The Video Game

Supplier → Sega



Yes, another attempt has been made at transforming the web-slinging hero into a pixelated peril, fighting the powers of darkness. I'm pleased to reveal that this time around the concept has actually worked!

Basically a Final Fight clone, you can take on the role of one of four major super heroes: Spidey himself, Black Cat, Sub-Mariner or Hawkeye (whoever they are).

Your main aim is to battle through wave after wave of nasty meanies while killing off the odd end-of-level guardian

along the way.

Such thoroughly unoriginal stuff proves yet again that the Japanese can skilfully stretch a concept to its farthest limits before it becomes unnervingly boring.

Thankfully though, this is quite a playable little romp with many special

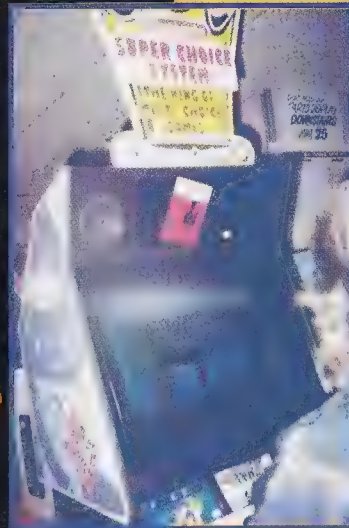


features and power-ups that manage to elevate it above the standard of your average kick-the-living-daylights-out-of-everything game.

All kinds of fancy graphical and sonic effects are utilized, just going to show, yet again, that the Sega System 32

system is one of the best interchangeable units in the arcades.

Already around in some of the bigger pleasure palaces, namely the Troc, Blackpool Beach etc, you can expect this to go out on general release to your local game zone in the very near future.



NINTENDO SUPER CHOICE SYSTEM

Supplier → Nintendo

As you all await the imminent release of the Super NES in the UK, you can now drag mum and dad down to the local arcade to convince them just what a great machine this unit really is and what a fabulous birthday pressie it would make!

Based on a basic Famicom unit with a 16 inch colour monitor to boot, the Super Play Choice System is Nintendo's answer to the 16-bit Sega Megatech, thus proving once and for all that you can pass a Famicom off for an arcade unit.

Like the NES-based Play Choice system before it, the Super Choice is a multi-game, cartridge-based system which is interchangeable by the arcade owner.

The unit we saw had Marioworld, Super Soccer and the greatest racing game of all time, F-Zero, plugged in, but no doubt you'll find numerous combinations littered around the country.

Your basic arcade game size, it has two oversized Famicom joypads as the controllers.

This is a startling machine and more than good enough to be placed in an arcade. Super graphics, brilliant sound and great gameplay. It can't really lose, can it?

X-RATING: XXXXXX

NEWS FLASH

SOLVALOU

In the coming months we can expect to see the long-awaited sequel to the classic shoot'em-up, **Xevious**.

Basically using the same storyline the new game changes the perspective away from a simple overhead scrolling affair to a fully 3D ray-traced polygon-based super blast!

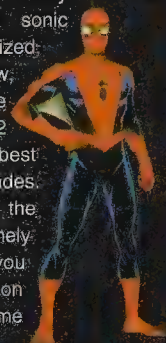
It looks set to be a truly incredible game that should amaze you all. Look out for it soon.



VIRTUAL REALITY

After our brief news item in issue 38 I can now reveal that the two new Virtuality machines, **Legend Quest** and **Exorex**, should be in the VR centres by the time you read this.

As with the other VR boxes they look set to cost about £1 a throw. The initial machines should be unleashed in such places as the Troc before spreading further afield. Watch this space for developments.



X-RATING: XXX



With the last dying embers of the Pacmania Challenge fading in the Games-X fireplace, we return to our survey of shops up and down the land by paying a visit to Micro Man in Preston. Who knows? We could be somewhere near you soon...



STREET TALK

SHOP TALK

Tracey & Rob McGowen – owners

We started here last June and the Mega Drive hardware and software have been our best-sellers. Sonic has outsold any other game by four to one. We have friends who are importers so we've had no trouble getting stocks, except for the Game Gear that is.



The Lynx II is a big improvement on the original – better graphics, and we sell more console games than anything else. The Game Boy's doing well and we're now gearing up for the Super NES which should be great.

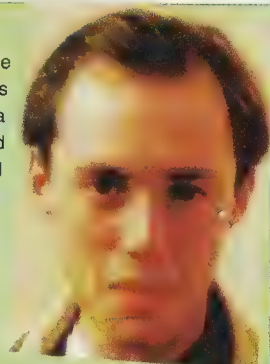
The ones that sold the most

- 1.....Sonic the Hedgehog
- 2.....Robbed
- 3.....F-15 Strike Eagle
- 4.....Alien Storm
- 5.....Monkey Island

Carl Duddle (20)

Being on the dole gives me lots of time to play games on my younger brother's Mega Drive. I enjoy beat'em-ups and driving games. I borrowed Streets of Rage from a mate but was really disappointed with it; I got to the end on the first go!

I don't buy many games because they're too dear but I've just treated myself to Out Run. I used to have a C64, with my all-time faves being Racing Construction Kit and Pit Stop 2. Why don't they bring out such classics on the Mega Drive?



Kevin Parfitt (13)

We have an Archimedes and BBC at school and although we have Computer Studies we're not allowed to play games. I've had my Amiga 500 for two years now and I got a Game Gear for Christmas. Lemmings is brilliant, so too is Sonic and Mickey Mouse.



I read Games-X every week, that's why I'm here. I like the tips while the reviews make me decide what to buy. I've broken three joysticks so far – will someone get around to making a better one?!

Emma Williams (18)

I've only got a Master System and although I want more games I can't afford them; I borrow more than I buy. Next I'd like an Olympics-type game. I'm not one for shoot'em-ups 'cause I can't do them.



I like Sonic, but then who doesn't? I've had a go on the Game Gear but prefer proper consoles. I enjoy comedy films and also games that make me laugh.

Daniel Colspinto (10)

My Mega Drive is quite new and I've only got two games – E-Swat is the best. I want Sonic next because my friends have it and it's really good. I'm desperately saving up for a Game Gear at the moment.



My best friend has a Mega Drive and I play against him and also my dad who I beat at just about everything. I read Games-X, Sega Force and Sega Power.

Stephen Baker (14)

Lotus 2 is my all-time fave but I'm currently well into Magic Pockets. It makes a change having decent music. I've got an Amiga with lots of games that my mum and dad help me buy.



I've been buying Amiga Action for over a year now and I read the reviews before buying a game. Outrun Europa sounds pretty good. When are you putting another cover disk on Games-X and who is Dr X? He's an idiot! I fancy my headteacher at school, she's called Miss Dudaniak.

Michael Bradley (15)

Music is my favourite subject at school. We have STs in the music room and are allowed to play games. I've got a Technics 5KN200 keyboard and have recently got a Mega Drive. Revenge of Shinobi is great and next I'm going to buy Road Rash or Monaco Cup.



My eight-year-old sister won't stop playing Sonic and even my dad is addicted to it now! I want an Amiga 500 next. I used to play on my brother's before he sold it and before that I had a C64.

Having a keyboard I'm obviously into techno music and love Revolution's 'Give it to me Baby'.

Mark Miller (14)

I buy Games-X every week and have only missed issue two. I used to have a Spectrum but now own an Amiga. At the moment I'm playing F-15 Strike Eagle 2 and Alien Breed and next I would like Smash TV, Elvira or even Night Breed.

I enjoy two-player games although there aren't enough of them. Double Dragon's OK but only really gets going at the end. I managed to complete Terminator 2 on my second go which was really disappointing. The next thing I'm going to buy is a Top Star joystick.



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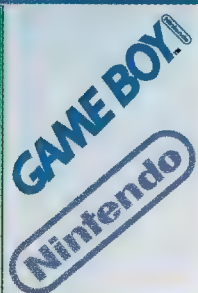
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Perhaps the world's most famous platform-leaping stars have returned. Yes, Bub and Bob, having rescued all the inhabitants of the Rainbow Islands, are now setting off into space to take on a vast array of monsters on the Parasol Stars!

Sneaky Peek

PARASOL STARS

THE STORY OF BUBBLE B

Rainbow Islands is the most highly praised platform game in the history of computers. Written by Graftgold this went on to sell an enormous amount of copies and is still held in high regard some two years after release.

This looks set to happen all over again both with Islands' release on budget and the arrival of Parasol Stars.



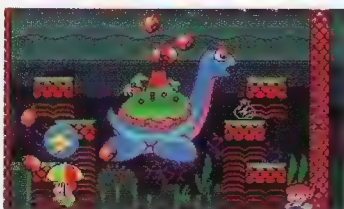
Both of the original games in this series have been converted from arcade machines while Parasol Stars has only ever appeared before on the PC Engine, making it a completely new experience for computer owners who frequently explore the arcades.

DRIPS AND DROPS

The main thing that was lacking in Rainbow Islands was the two-player option of the original.

Now for the third game this has been restored to make it possible to battle through as a two person army.

In the past Bub and Bob have used bubbles and rainbows as weapons and platforms, so what have



(ABOVE) If you catch loads of bubbles at a time on your parasol you can power them up to a larger bubble. When you unleash this it will shoot down through the platforms taking any nasties with it

helicopters and UFOs, the next you'll be doing away with living fruit machines and grand pianos!?

The parasols are used together with drips that fall from certain places on each level. These are caught above the head and then flung across

they been given this time? Each is armed with a parasol umbrella, something which you may think would be pretty useless in combat.

There are seven worlds for you to battle through. Each has a vastly different set of backgrounds and monsters, not to mention a host of hidden levels and secret planets.

One minute you will be battling with

the screen in the direction of the marauding monster.

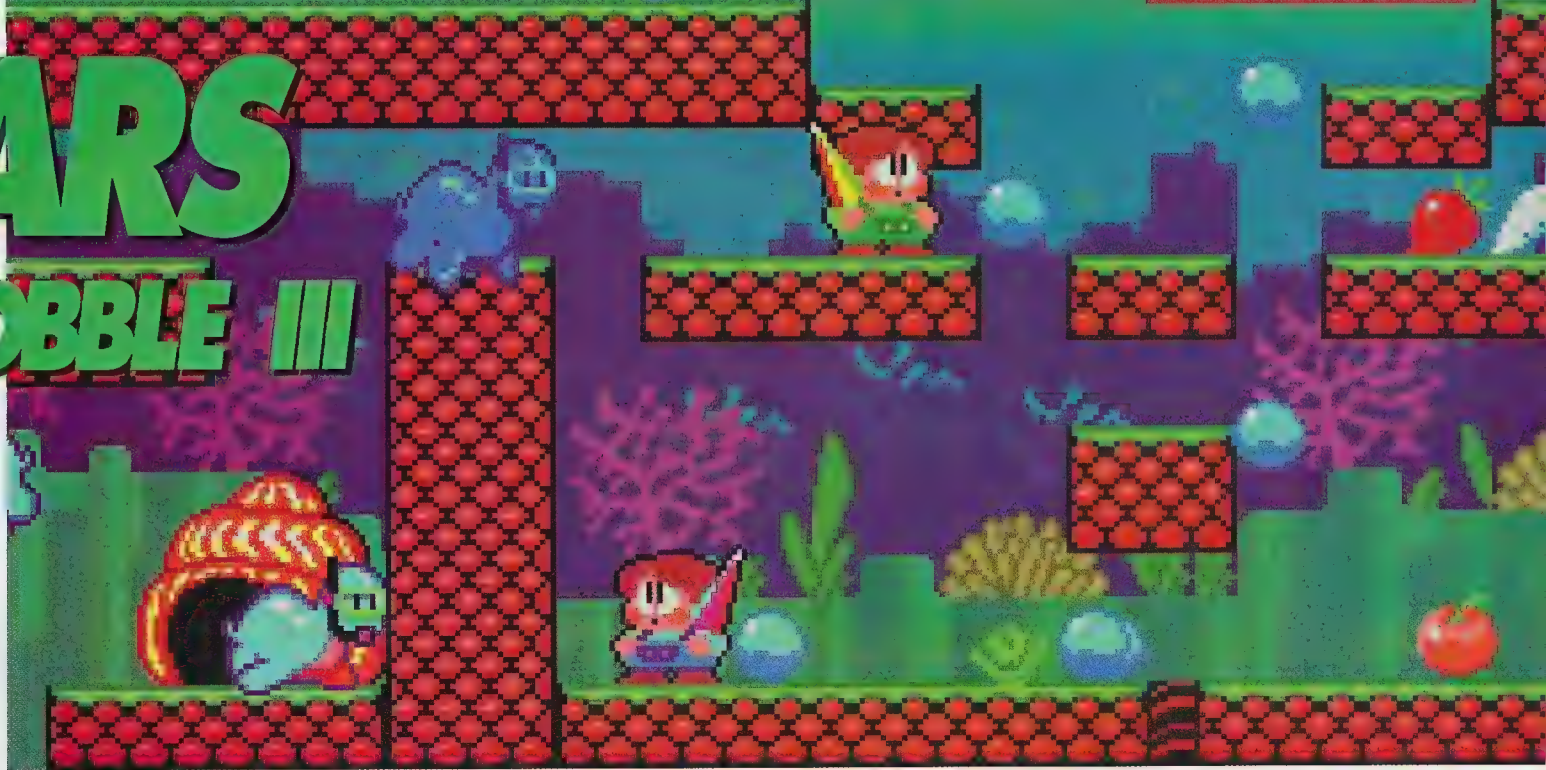
The more drips that you catch on the umbrella the bigger and nastier bubble you can fire. This is done in a sort of power-up method by holding down the fire button.

The aim of the game is decidedly simple. In principle, you must clear the screen of all foes within a certain time-limit. This time-limit is indicated by the arrival of

The last level of the game will return you to the Rainbow Islands once again. As you'd expect this is the most difficult part in the game

PARASOL STARS BOBBLE III

One of the stars will throw you under the ocean. Here you'll have to do battle with fish, sharks and evil shells. Not to mention a large ugly sea monster at the end of the world!



an invincible nasty in the corner of the level, forcing you to hurry!

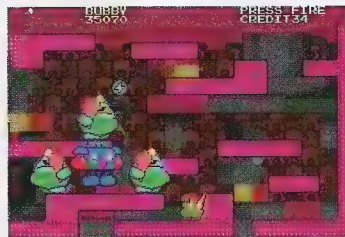
Most of the enemies that you come across can be picked up and flung with the parasol, but this has to be done a couple of times with some of them.

If you are participating in a two-player game then arguments are guaranteed since you can also pick up your mate or hit

him with a bubble. Each of the stars in the game has seven levels for you to embark on complete.

Before you can move onto the next a large guardian must be defeated. Sadly these cannot be attacked in the normal manner and magic potions have to be used so that you can fire huge bubbles at them.

Each time you die at the hands of

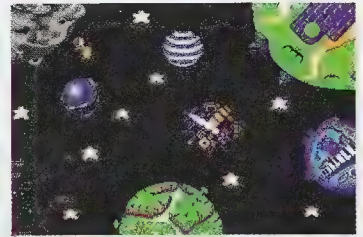


these nasties their energy will go back up a little.

As in the first two games there are a great number of fruit bonuses for you to collect when the enemies die and there are also many special items to be found lying around.

These can change the style of bubbles that you fling, making them contain a lightning bolt or ball of fire. Both of these are very useful indeed.

Parasol Stars will be available from Ocean at the end of March, priced £25.99. From the looks of things success is about to repeat itself – keep an eye out for the imminent



Here is one of our heroes, the valliant warrior named Bub, armed with a deadly brolly!



Sneaky Peek

The biggest box office movie this Christmas was the ghoulish tale of the Addams Family, a weird story about the freakiest set going. Software giant Ocean has been developing the game for use on the Super NES, Amiga and XT. How is it shaping up?

The head of the Addams household is Gomez, a very strange chap who's hobbies include model trains and duelling.

You assume the role of Gomez as you begin the search for Morticia, Pugsley, Wednesday, and Fester, surely the oddest family in town - the Addams Family!

The Addams Family emerges as an arcade adventure of truly epic proportions. As the rather dapper-looking Gomez, your task is to search the family mansion from top to bottom in a daring mission to save the members of your family.

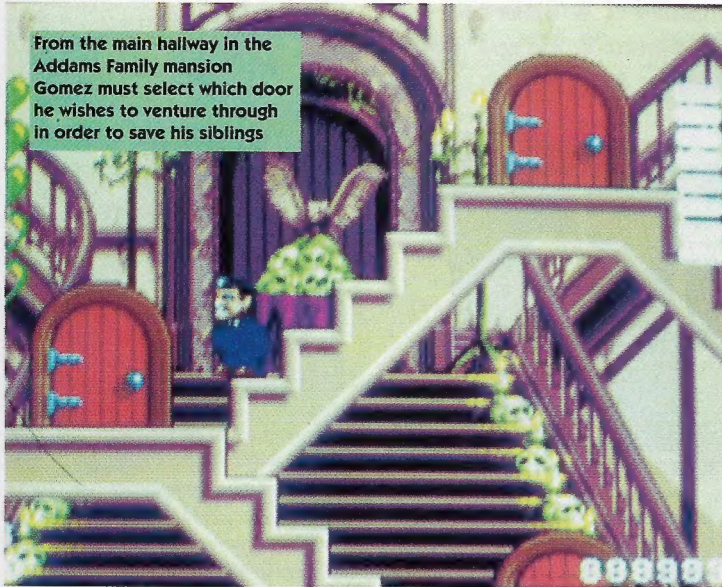
Starting on the front doorstep, you may venture anywhere in the house, making sure to avoid the deadly obstacles en route.

At the beginning of each level you may call upon the family pet, the Thing,



THE ADDAMS FAMILY

From the main hallway in the Addams Family mansion Gomez must select which door he wishes to venture through in order to save his siblings



to give you a clue about each consecutive stage. From then on it's up to you to avoid all the pitfalls that await.

Each family member has been well hidden within the very depths of the house so discovering their exact locations will take some doing.

Once you have found a sibling you will then be called upon to defeat his or her captor before you are given permission to perform a rescue proper.

Gomez may attack would-be assailants by jumping on their heads.

End-of-level nasties are destroyed in the same way but require more hits; these are

displayed in the form of a meter on the side of the screen.

After being rescued, each member of the family is escorted to a safe room where Lurch the butler patiently waits to greet them.

As your newly found relation enters the room Lurch will play a tune which gets better and longer for each subsequent member saved.

FINGER CLICKING TIME

If, by some amazing stroke of luck you manage to save all of your family Lurch will play a complete rendition of the Addams Family theme tune.

The Family mansion is truly huge and, unbeknown to Gomez, contains countless hidden rooms and locations.

Should you actually uncover a secret room Gomez will be able to grab all

manner of extra goodies. Dotted around are dollars; collect \$25 to gain energy and pick up an extra life if you manage to reach the target of \$100.

In addition, hearts should be collected to boost your health level. Finally, 1-UP symbols provide Gomez with those elusive extra lives; there is a room that contains 20 of them - if only I could remember it's location!

Platform game fans should relish the chance to get their grubby mitts on The Addams Family.

The programmers at Ocean have obviously been working hard at making the game very special.

LINING UP ALONGSIDE THE BEST

It boasts many obstacles that can be found in other mega games like Super Mario Brothers and Sonic the Hedgehog.

The Super NES version features up to 256 colour on screen at any one time and the humble Amiga manages 32 colours while keeping the same screen size as the Super NES version.

Although the Atari ST version is still being worked on at the moment it will feature 16 colours.

However, the programmers believe that the gameplay is the most important element in any game and all versions will be mind-blowingly addictive.

Club Nintendo (the official Nintendo club magazine) has already voted the Addams Family the best Super NES game yet.

When you look at the previous best game on the system, Super Mario World 4, this is some feat!

Currently in its final stages of programming the game will be released towards the end of May. Look out for it!

Gomez searches high and low for his family members. Now where could Morticia have gone?



Money makes the world go round. It certainly does if you collect enough of it. Hidden levels abound everywhere and Gomez can grab loads of goodies if he's clever enough



LY

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♥♥♥ No one ever sends Uncle X a valentine card (sob). Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.



WHICH ONE?

I have recently been saving up for a Super Famicom/Super NES, but I don't know which is best, so I decided to ask the advice of a wise person like yourself (you should be asking me then - Doc). Please could you answer the following questions:

1. Which one, the USA Super NES or the Japanese Famicom can play all the games? If neither, can I buy an adapter?
2. Which is best, Scart or PAL and what are they?
3. Can a Japanese Scart /PAL play on an English TV?
4. What is the best sports game on the Famicom?
5. As I am not so poor that I cannot afford my own T-shirts, I will not ask for one of yours.

PS Please print this letter, I'm sure there's a lot of people thinking of buying a Famicom.

EoTo, No Fixed Abode.

If I were you I'd save some money by waiting until the Japanese Famicom is released in this country in spring. For around £25 you can lay your grubby mitts on an adapter which will enable it to run Super NES carts.

Some confusion seems to exist here. Scart is a standard connector found at the back of some monitors and TVs, whereas PAL is the European

standard method of coding TV pictures for transmission. In the States this standard is NTSC.

Now down to the practical side of things. If you buy a machine for use in the UK make sure it is PAL, and if your TV or monitor has a Scart connector try to get a video games system which is Scart compatible, because the general opinion is that a clearer picture is achieved with this set-up.

Super Tennis kept everyone away from their work for quite a while!

PENNY PINCHING

Can you please tell me where I can get cheap games for my Sega Master System 2? Also will the original games run on the first and second Master Systems?

PS Please can you send me a Games-X T-shirt for an 11-12-year-old (please 29,000 times)?

SJ Holloway, Sedgley, W Mids.

The games will run on both machines. Why not take a look at the GX classifieds and see if there are any bargains you fancy - you could always run an ad yourself, it is free after all. Who is this 11-12-year-old you want a T-shirt for? Can't they write in themselves?

FAULTLESS

I have an Amiga and a Game Boy, I love

OH DEAR ME!

THE FINAL WORD think that Game Gears and Lynxs are complete and utter rubbish.

Benjamin 'Game Boy Owner' Roscoe, Rainow, Cheshire.

The intelligence of the Games-X readers amazes me sometimes.

You certainly have a way with words there Ben - you're obviously a man of great intellect!

your mag and think it is excellent, I have been reading it since issue three and I have recommended it to my friends who now read it. Every bit of it's excellent and I can't find a single fault. (What are you after? - Doc)

I would like to ask you a few questions (knew there was something - Doc) (Oh, leave the poor kid alone you old goat - Unc).

1. Will you be doing sneaky peeks on Game Boy games?
2. I have heard rumours that there are some Game Boy games with more than one game on the cartridge. Is this true?

Adam Sheridan, Bushey, Herts.

1. On the whole the Game Boy games which we review are imported and therefore we don't get a chance to look at them before they're finished.

2. Yep, multi-game carts have started to appear in the States.

A GAME IN THE HAND

Hello there! I am writing in to say that your coolest, neatest, cheapest number one mag in the world is the best computer mag you can get. Keep it up! By the way I have some questions to ask you!

1. Which is the best game out of Nemesis and R-Type on the Game Boy?
2. I heard that Snow Bros is coming out on the Game Boy. Is this true? If so, when?

3. Which are the best games out on the Game Boy (I know Super Marioland is one)?

MACHINES IN THE BALANCE



There has been a long argument going around at our school. I'm in the fourth year and I'm the only one who gets your mag. Now to the argument, a few lads in our year have bought Mega Drives. But there's a handful of us Amiga owners.

The argument is on which is the better. Me, being an Amiga owner I think they're good, but the Mega Drive owners think their machine's the best in the world. So could you end this once and for all. I'm not saying Mega Drives are no good because I know they're capable of some pretty good stuff.

Barry Norton, Deepdale, Preston.

I'm fed up of letters on the theme of 'my machine's better than yours'. Unless you are thinking of buying another machine what's the use of arguing? Think of it like this; they're both super-duper lovely-jubby machines and you're all very lucky to have either one, so just enjoy them. Now shut up the lot of you, Unc has spoken.

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4. Which is the best machine out of Nintendo NES or Sega Master System. Thanks for answering my questions.
Kin-Nang Tang, Enfield, London.

1. Nemesis gets Alex's vote.
2. It's out on the NES so it'll probably appear on the Game Boy eventually.
3. The top games are, in our opinion...
 RC Pro Am - racing
 Super Marioland - platform
 Pipedream - puzzle
 Rockman World - shoot'em-up
 Nemesis 2 - shoot'em-up
4. The capabilities of both machines are similar and a lot depends on the software being played.

CONGRATULATIONS!

I have a Game Gear, Game Boy and Speccy. My brother has a Mega Drive and my dad has a PC, so I have a lot of questions to ask (why should you be different from anyone else? - Unc).

When is Blades of Steel out for the fantastic Game Boy? And also when is Shining in the Darkness out for the Mega Drive? By the way are any of these games any good?

I bet you're wondering why I'm not crawling and licking your toes for a Games-X T-shirt aren't you? Well, I'm too busy wishing everyone at Games-X a happy birthday.

Peter Davies, Bodelwyddan, Clwyd.

Licking my toes? Urghhh, perish the thought. And forget the old happy birthday routine, it just won't work. Anyway down to the important stuff, both games are available now.

DO ME A FAVOUR

I am the proud owner of a Cray 2 super computer, and I have a number of games for it. However, you never print any reviews on Cray computers.

The Cray is better than the Amiga, so what's wrong with it? Please print some reviews for it.

Daniel 'Spoofer' Stowell, Higham, Burnley.

Yeah, and maybe we could put a game for it on the front of the mag every

week... I don't think. Believe it or not there isn't much call for reviews of games on this machine, in fact this is the first, and probably the last, request we're likely to receive.

LUCKY WINNER?

Could you please send me one of your fab T-shirts because my friends and I have a bet? The winner is the one who gets a T-shirt.

Please don't let me down and send me a T-shirt.

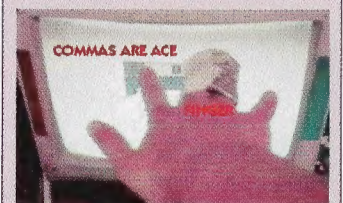
Yigit Isilsoy, London.

What does it feel like being a loser? I'm afraid this letter stands out as being one which definitely doesn't deserve a T-shirt. Life's tough isn't it!

TEAM TALK

Fungus, who obviously still can't open his front door due to the huge pile of imaginary valentine cards blocking his path, is not with us these days.

He spends all his time strapping and unstrapping his broken digit, in order to have a shower. This practice has



resulted in him breaking his finger again!

Meanwhile, we're just recovering from Valentine's Day in the office. Dr X still hasn't got over Bronagh's gift, and our dippy Jane is still clinging to a fluffy warthog named Selwyn Sidney Hoggitt.



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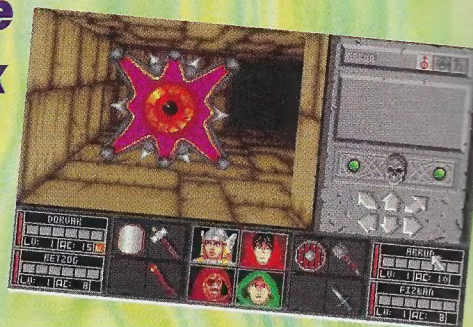
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★ **Exclusive look at Gremlin's new cutesy game, Zool. Also previewed this week, Darklands from Microprose**

★ **GX visits Computers 'n' Consoles in Walkden, Manchester**

★ **In Console Connexions there's Beast Master Mix '92 on the Master System, Beetlejuice on the Game Boy, plus much more**

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